

HOLOLIVE EN FAN ANIMATIONS & OFFICIAL WORKS
by HARUTIMU





Man I Love Fauna
RAT

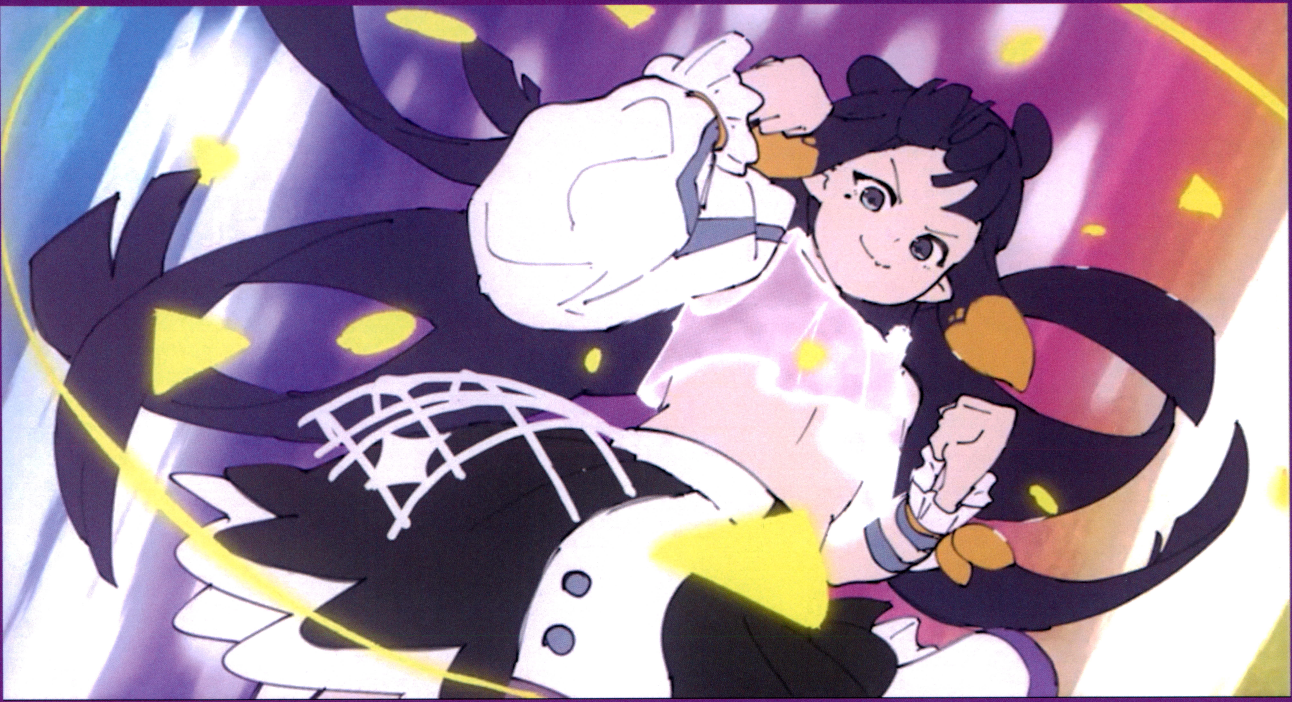
WONDERFUL AND HOLOGRAPHIC

FAN ANIMATIONS & OFFICIAL WORKS

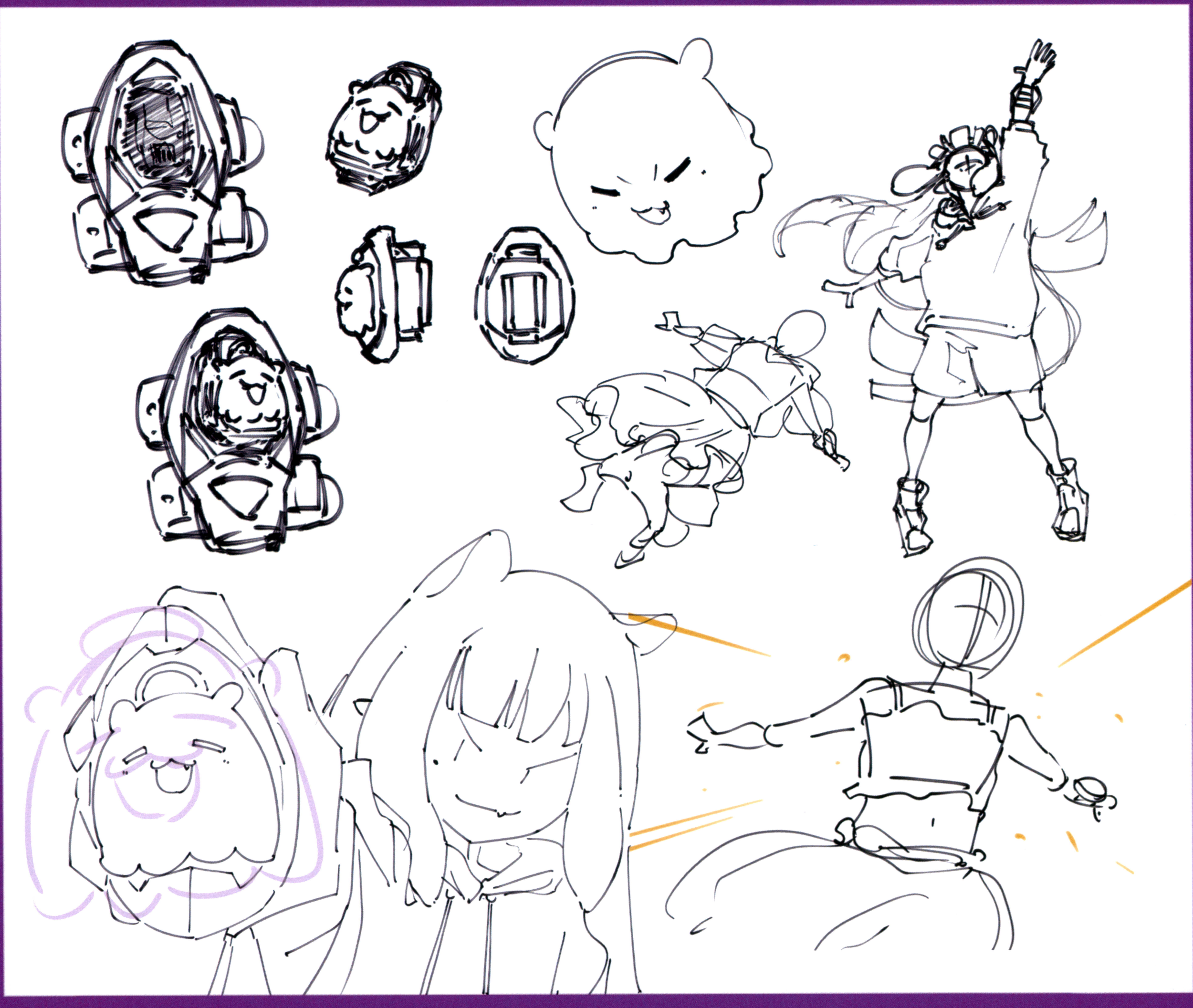
PERSONAL WORKS

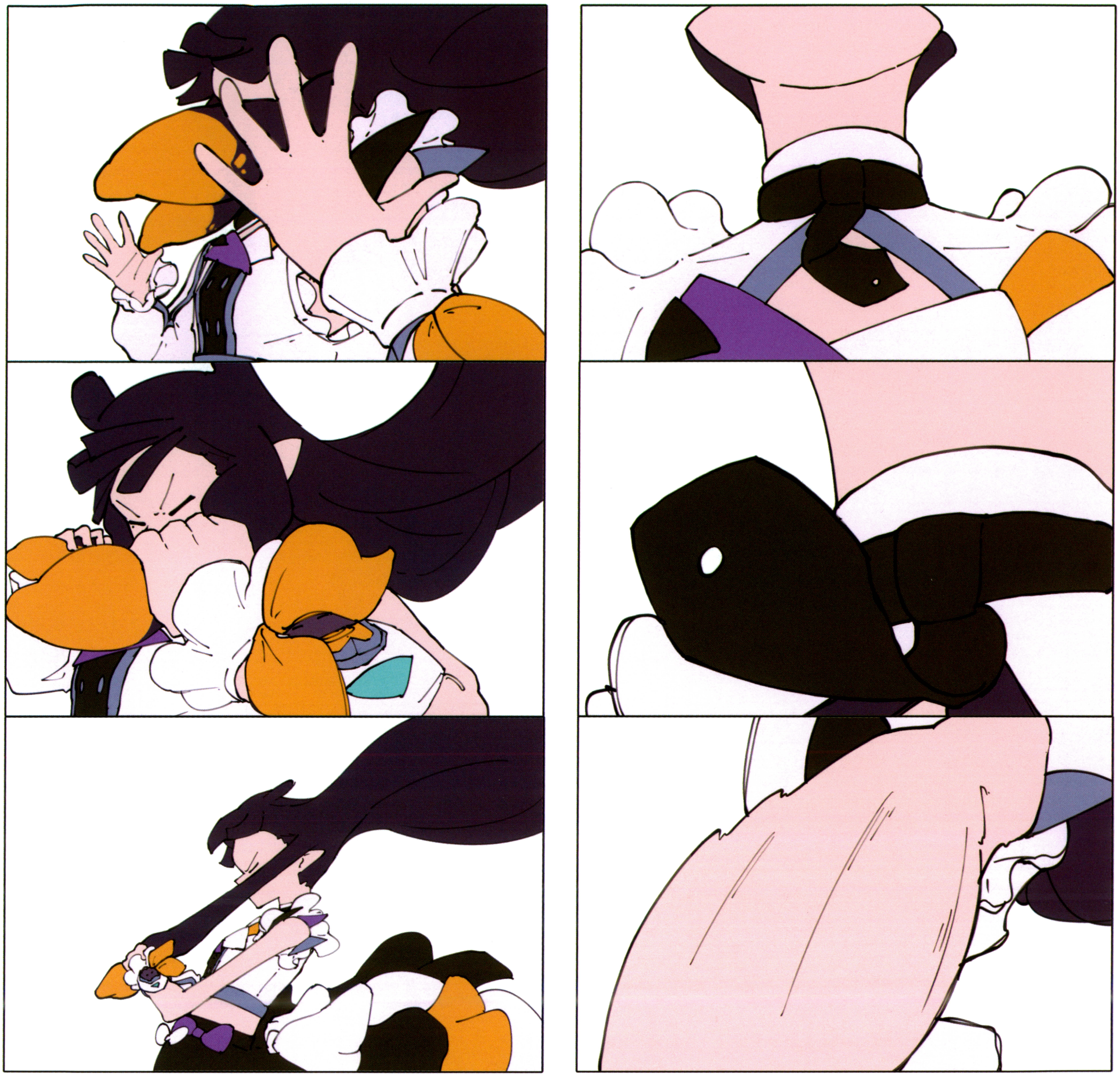






初期ラフ案 Initial Rough Sketches

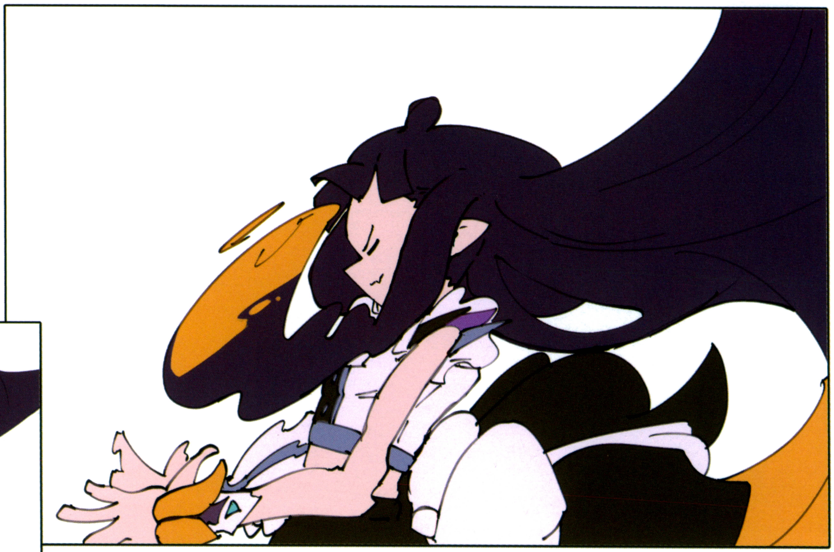


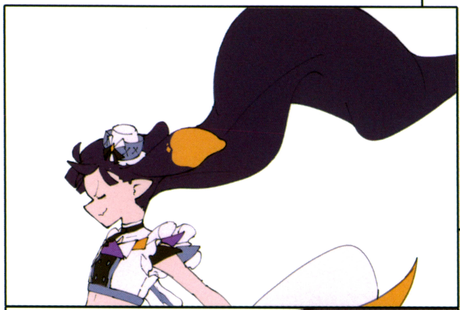


Ina'nis Idol Transformation

Our Bright Parade の新衣装が発表された時
真っ先に描いたアニメ。フェス開催ギリギリまで
描いたお気に入りの作品！
Pikazo先生万歳！！！

Still a favorite animation of mine that I started the second I saw Mika Pikazo's Idol outfit! I remember working on this one until the last second before 4th fes. started.







「ぷにぷにをどうにか面白く描きたいなー」と試行錯誤して
出た答え。ポーズも跳ね方の表現もイナの細いプロポーション
とバッチリ噛み合って最高！

The answer I came up with when I asked “How can I use Ina’s squishies?” This is around the time when I started drawing Ina thinner, and it really helped pop this cut.











決めポーズ！キービジュアルのポーズを
もっとダイナミックに見せたかった感じ。

Finishing pose! I wanted to try using a similar pose
to the key visual, but from a dynamic angle.





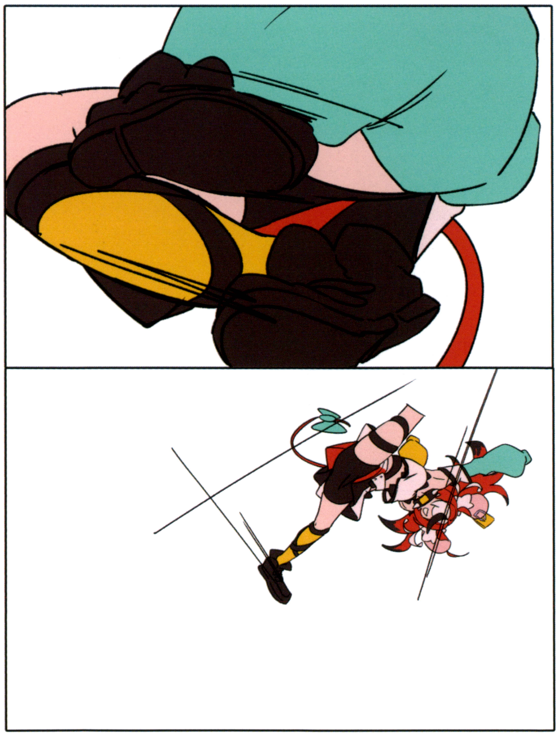
"PLAY DICE" Finisher Animation









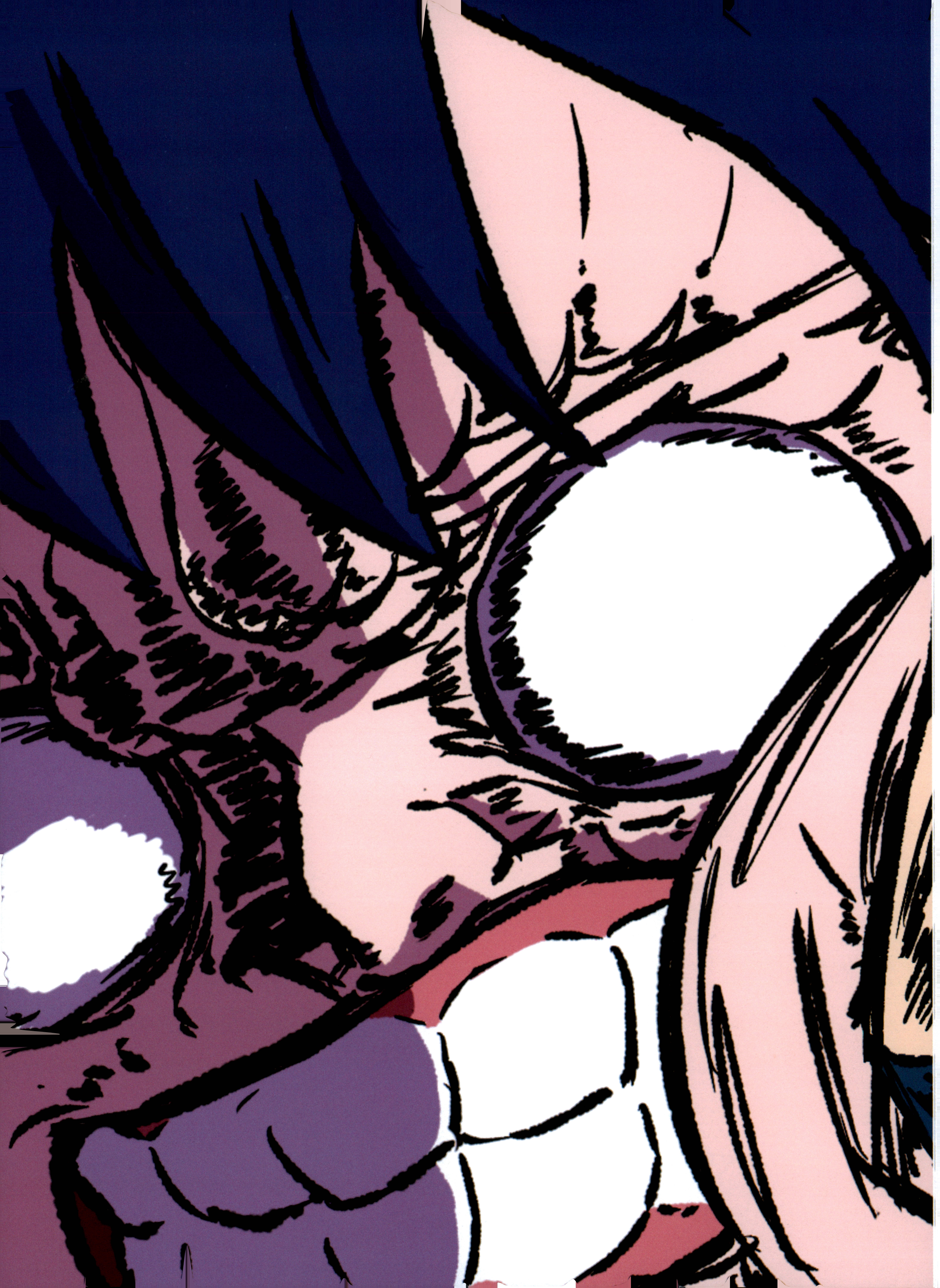


どこかのサッカーゲームやらプラモクラフトRPGに
影響されて描いた必殺技アニメーション。
芝居アニメも大好きだけどやっぱりド派手な
アクションはテンション上がる！

An animation that was inspired by a certain football game and model kit RPG. I love character acting animation too, but I'll always eat up some bombastic action.



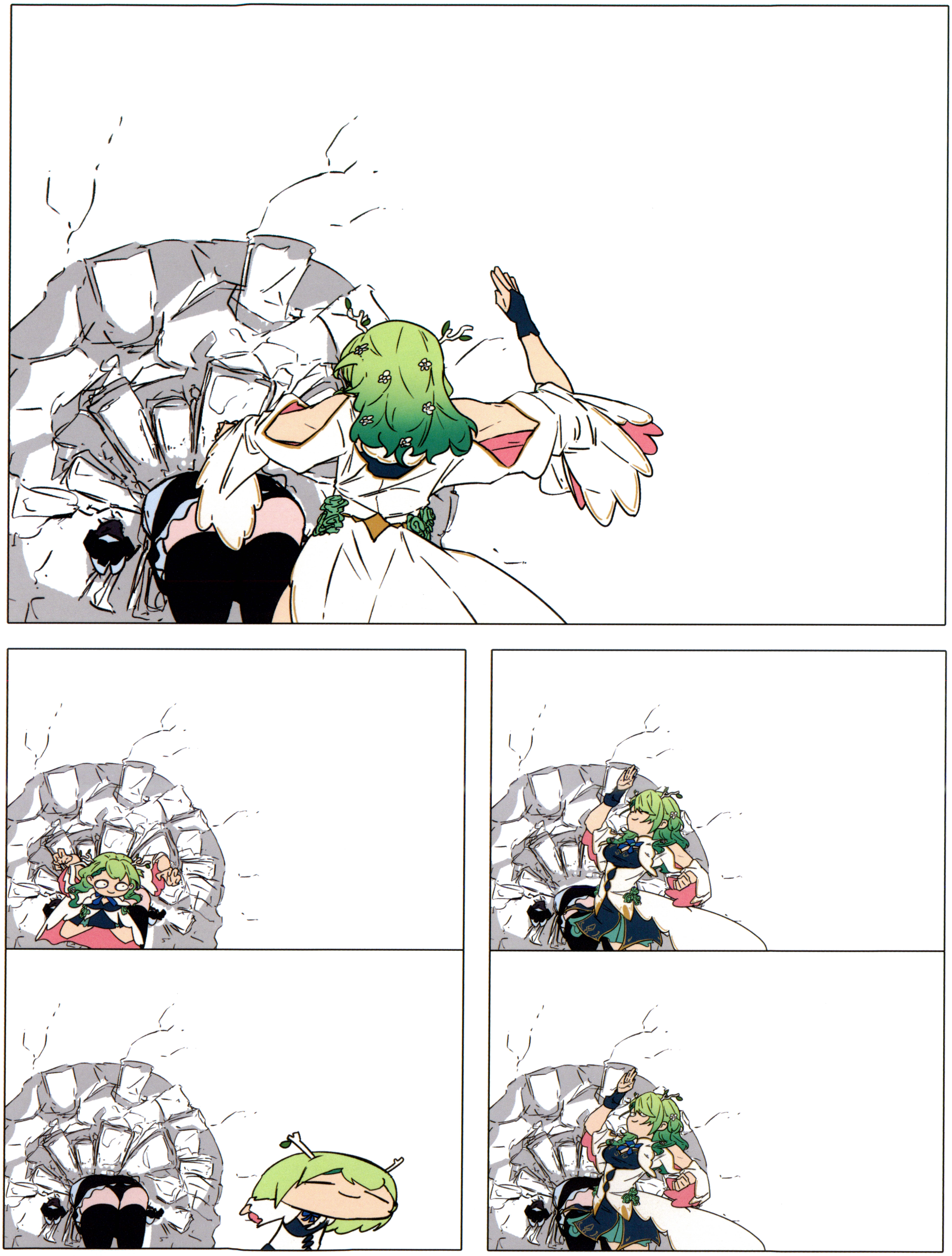




"Fauna slaps Kronii"









WONDERFUL AND HOLOGRAPHIC

FAN ANIMATIONS & OFFICIAL WORKS

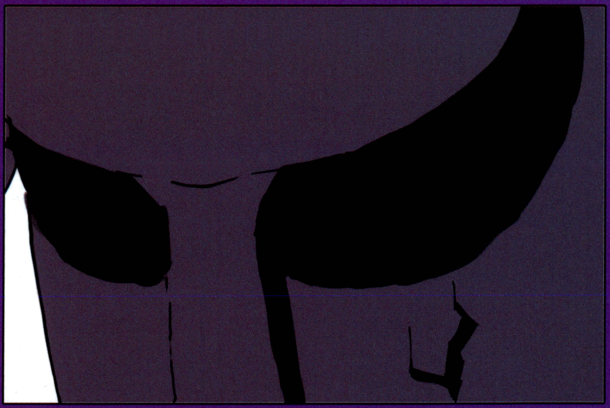
OFFICIAL WORKS



Koseki Bijou Henshin Sequence





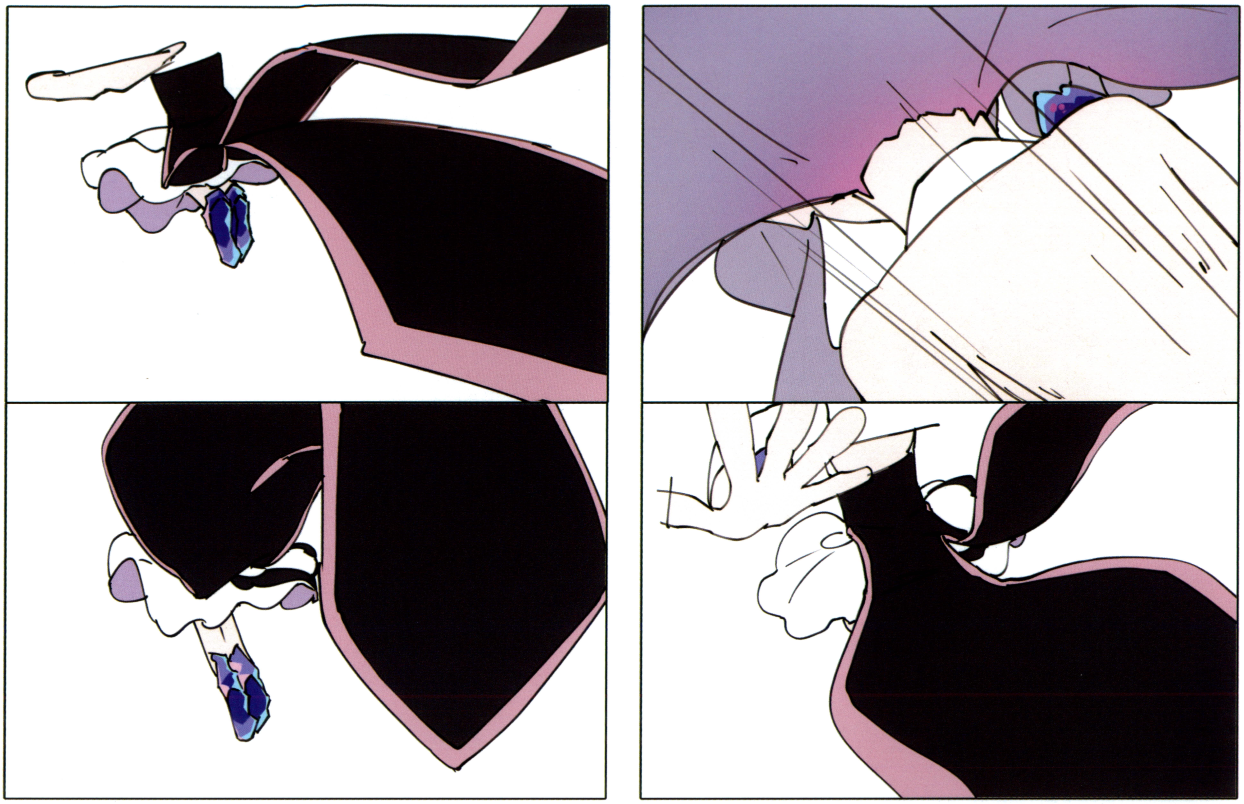




配信によく使われる変身バンクということで、
絵コンテから撮影処理までかなりこだわったアニメ。
Blenderもこれで初めて使っていろんな挑戦に
挑めた自分にとっては印象的な作品になりました。
ビブー応援してるぞー！！！

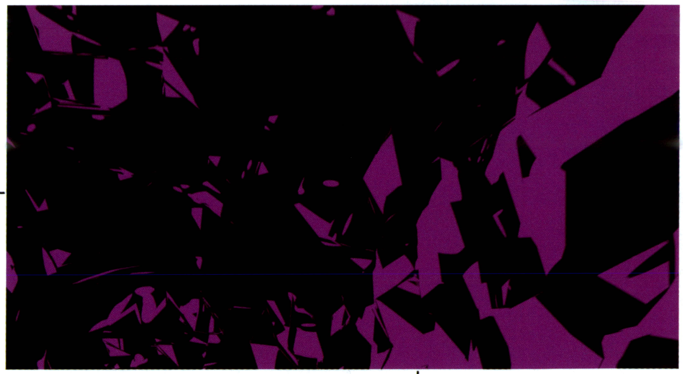
Since this was commissioned as a transformation sequence that will be frequently used, I payed way more attention than usual from the storyboard to the compositing. This was also my first time using Blender, and it was a lot of new challenges making this. KIRA KIRA KOSEKI!!! I'm rooting for you Biboo!

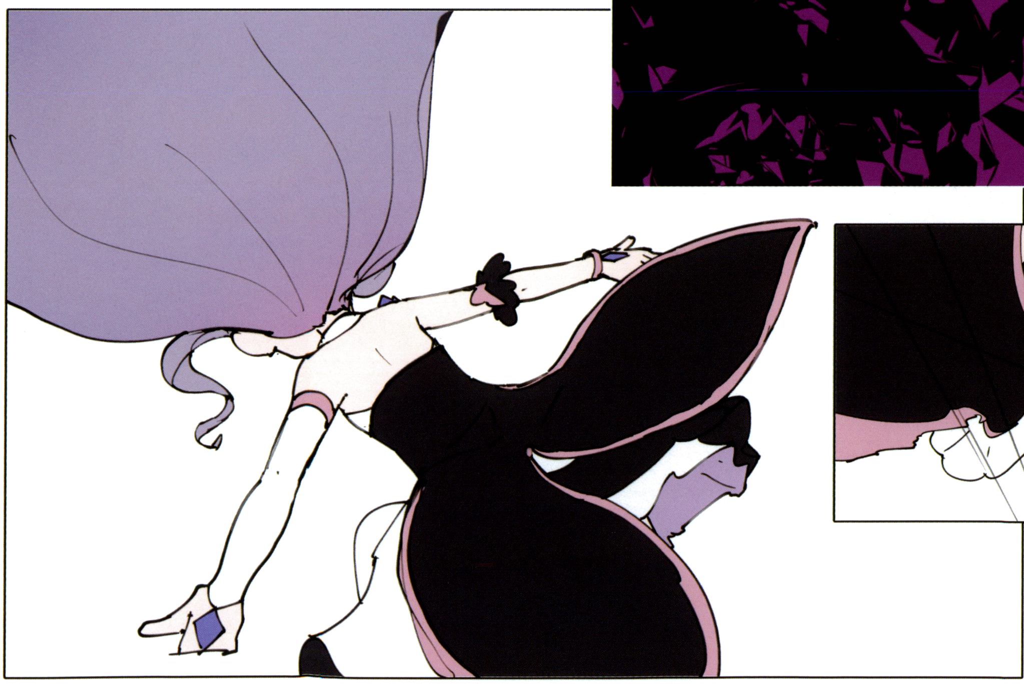


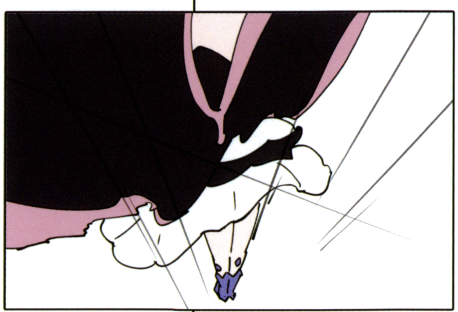


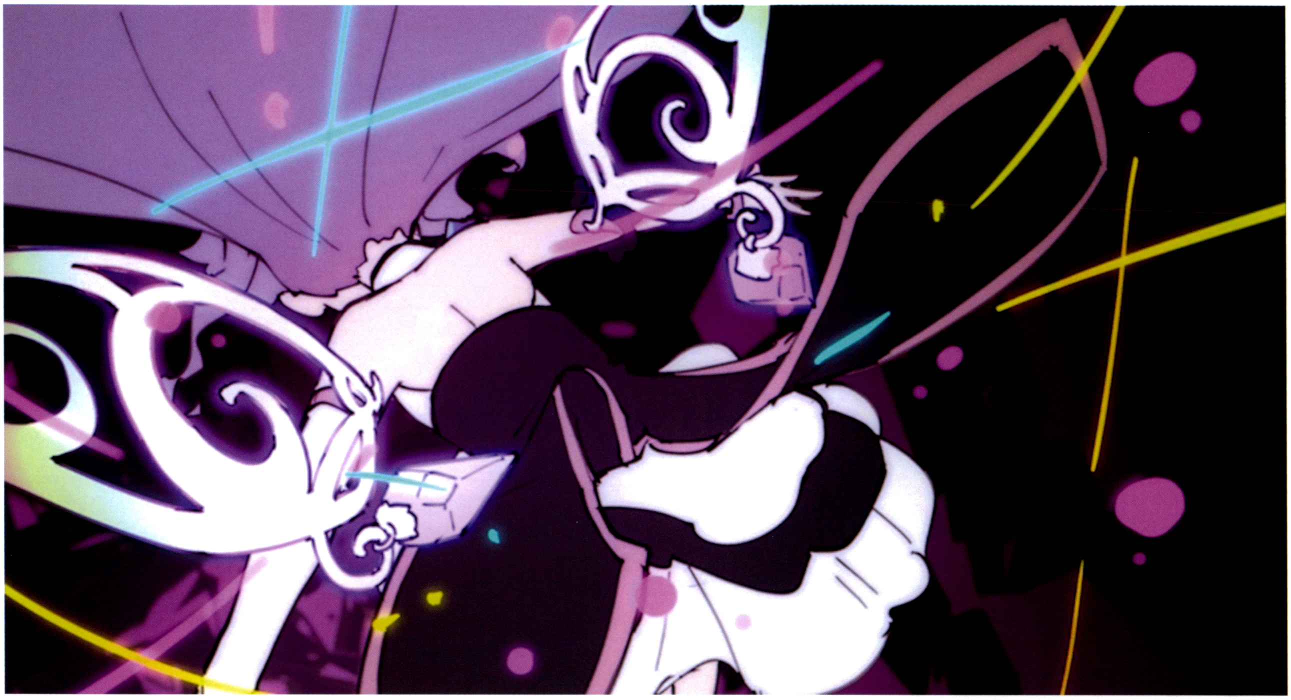
背景

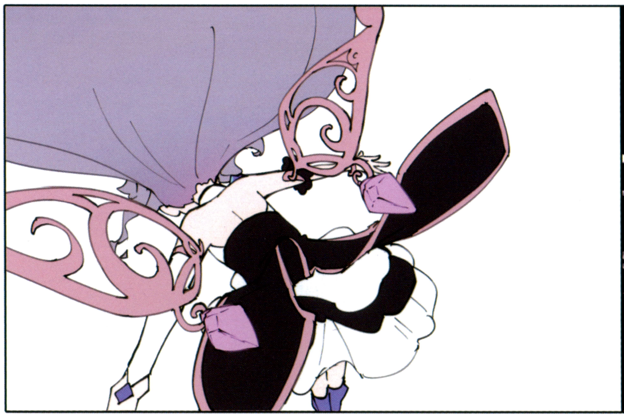
Background

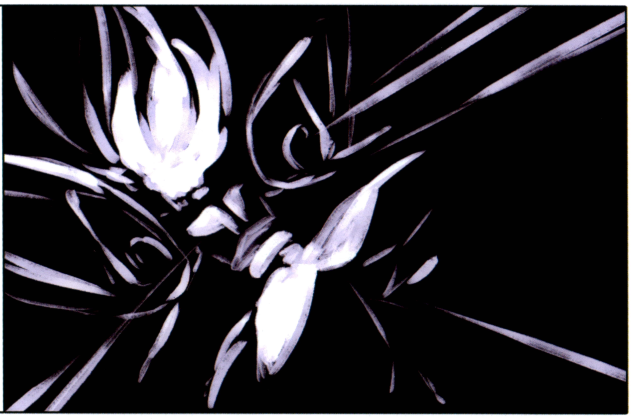






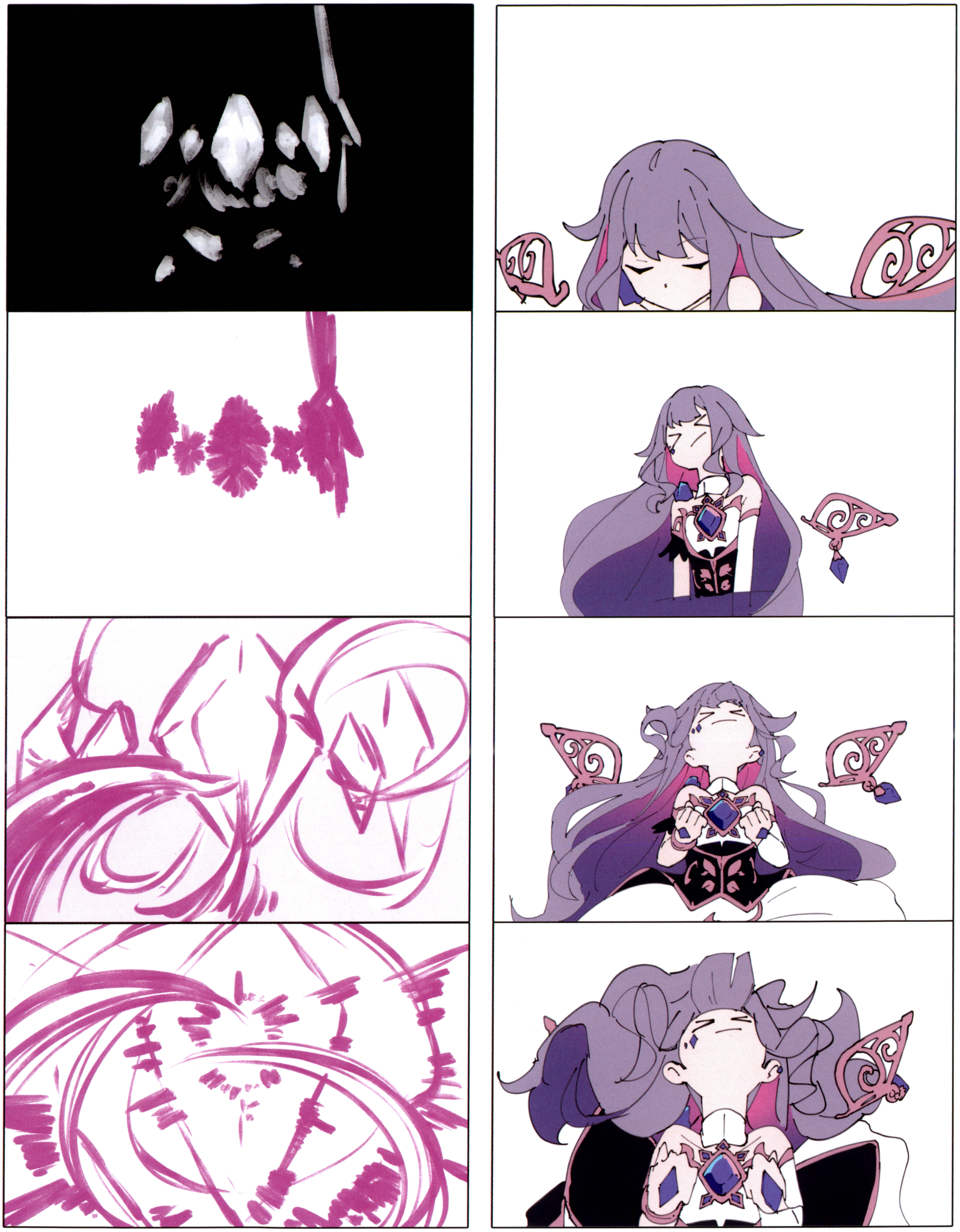


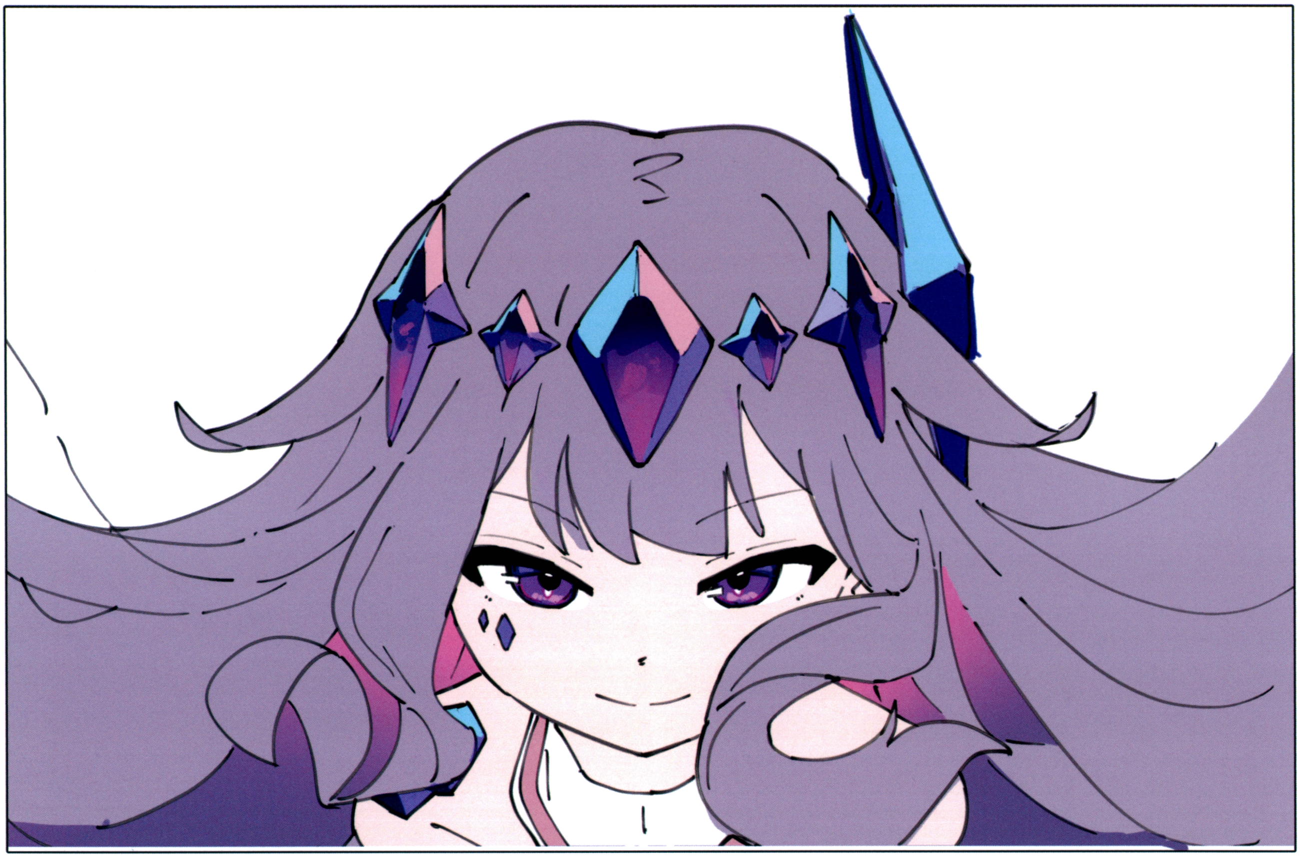




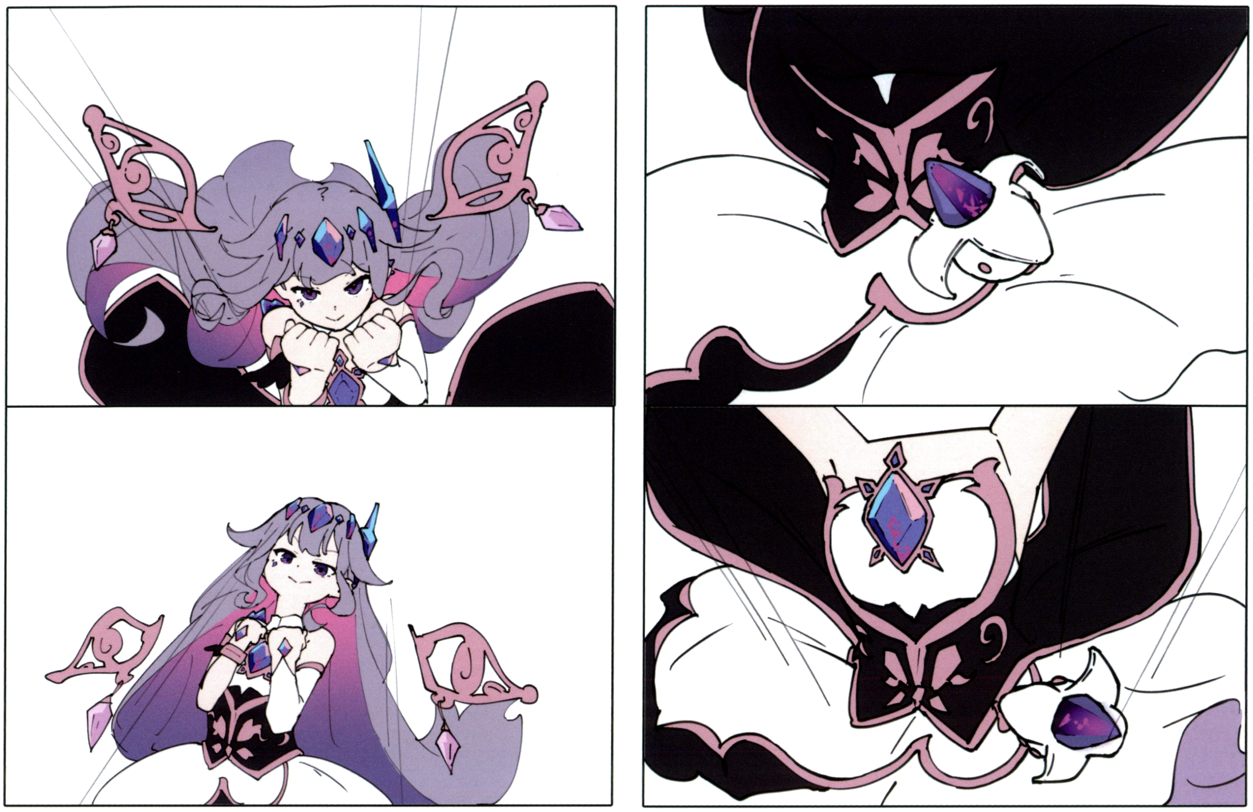
イナの変身バンクでは一つ反省点としてエフェクトがシンプルすぎた所があったのですが、
今回のアニメではそれを意識しながらエフェクトめちゃくちゃ盛りました。 何もかもピカピカに
光ってて好き！

One thing I kept in mind after Ina's transformation animation was the amount of information in the effects. Looking back at it now, it was probably not enough information to make the shots interesting enough, so I made sure to go overboard for this animaiton.



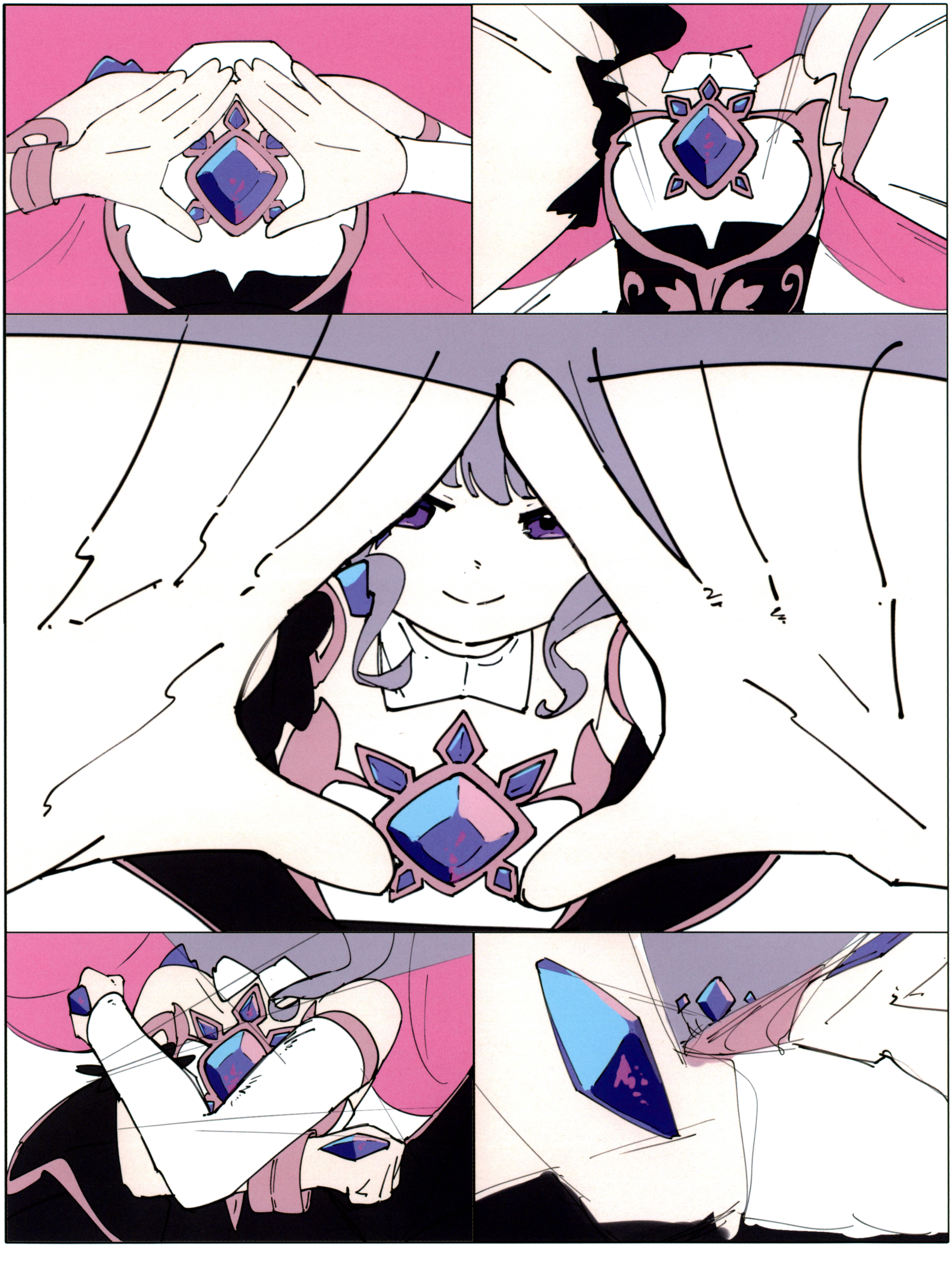


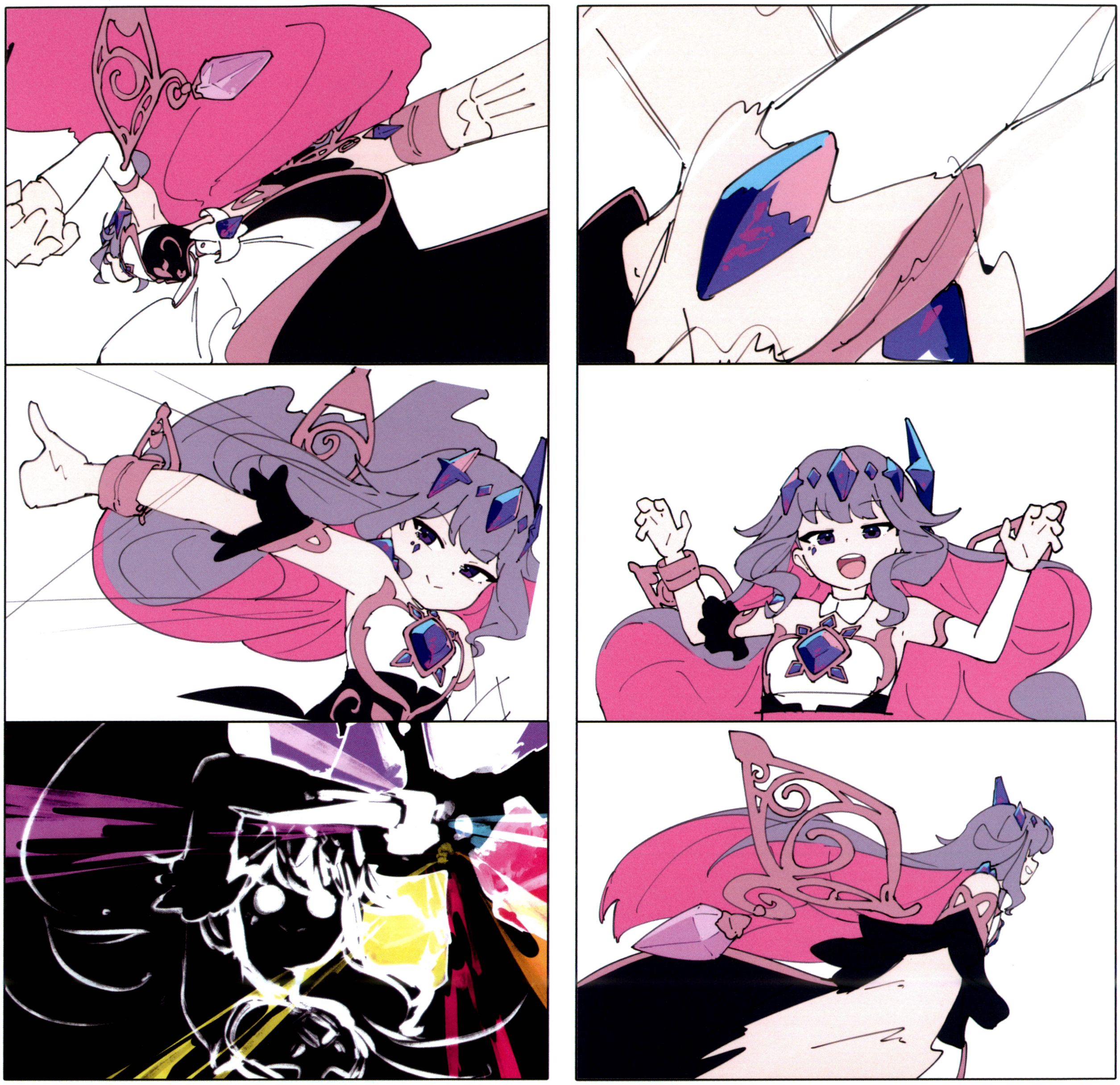














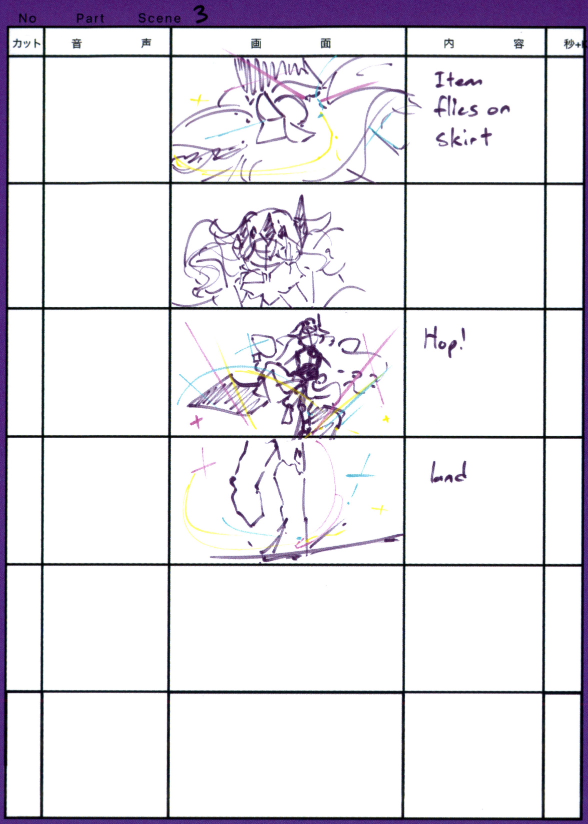


動かす時はソシャゲのアニメ化のキャラデザを参考に
デザインの情報量を減らすようにしてます。
北田先生が描いた魅力を少しでも再現できてたら
嬉しい…！

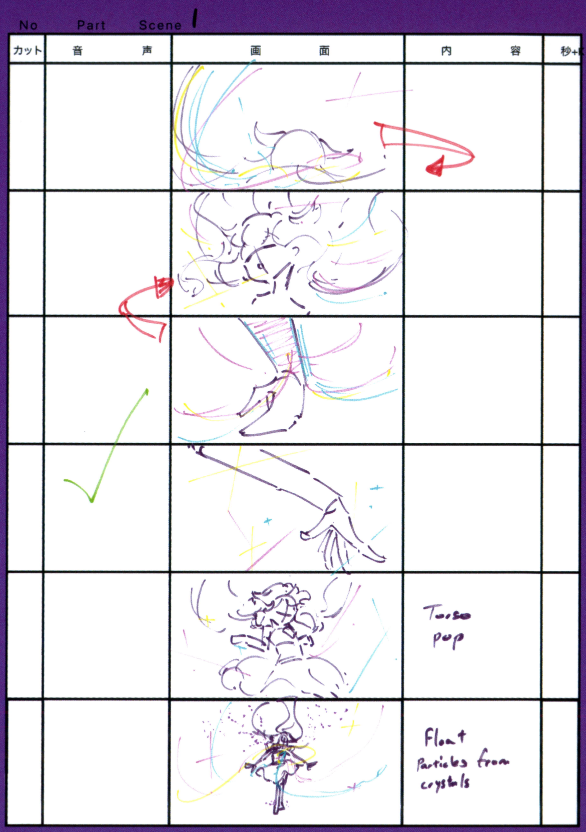
Vtuber designs usually tend to be designed more detailed than ones in anime, so it really helped referencing simplified designs from adaptations of gacha games. Hope I managed to capture Mo mama's charm of the original model…!



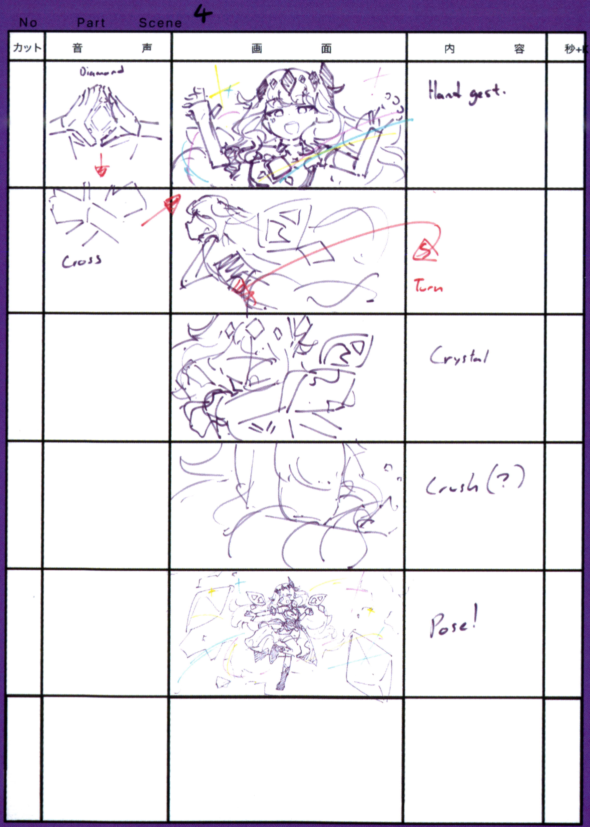
Storyboard



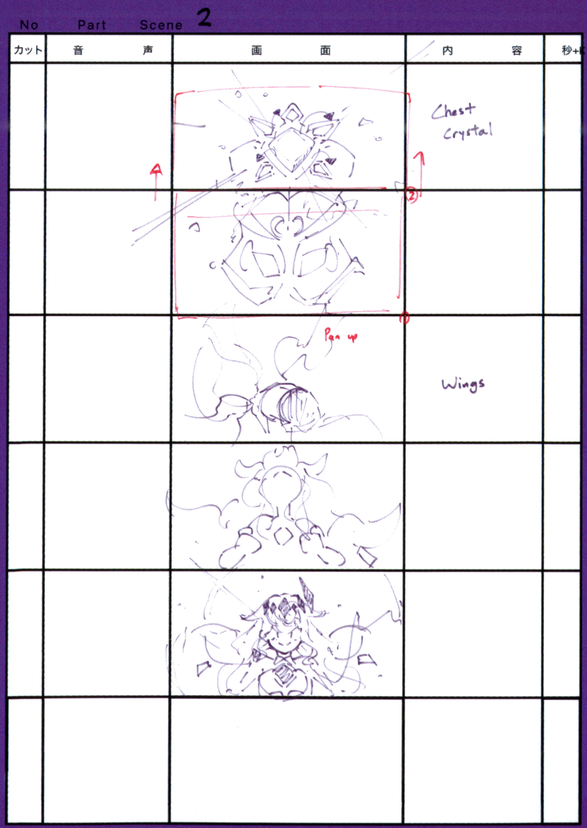
No Part Scene 3
カット 音 声 画 面 内 容 秒+
Item flies on skirt
Hop!
land



No Part Scene 1
カット 音 声 画 面 内 容 秒+
Torso pop
Float
Particles from crystals

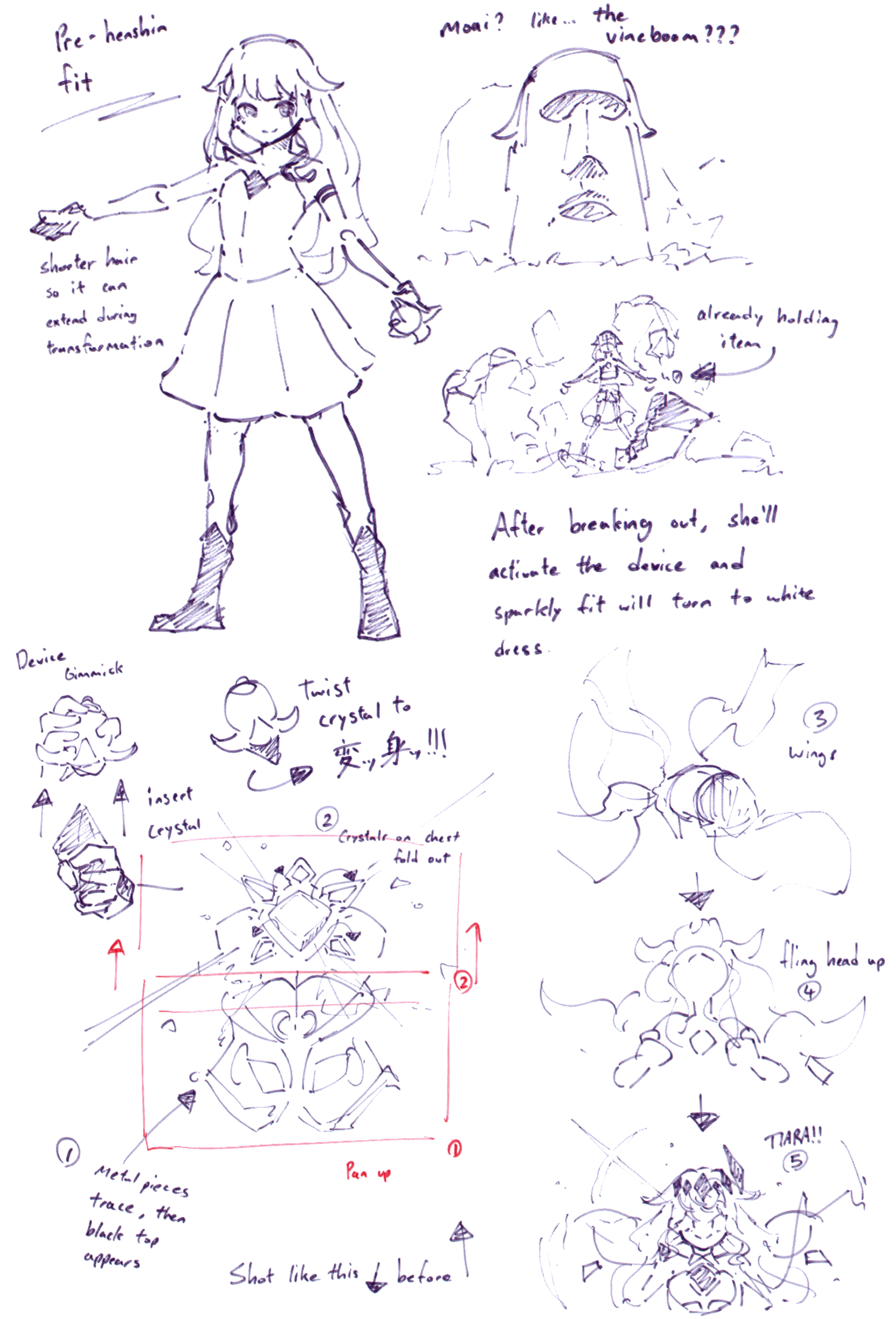


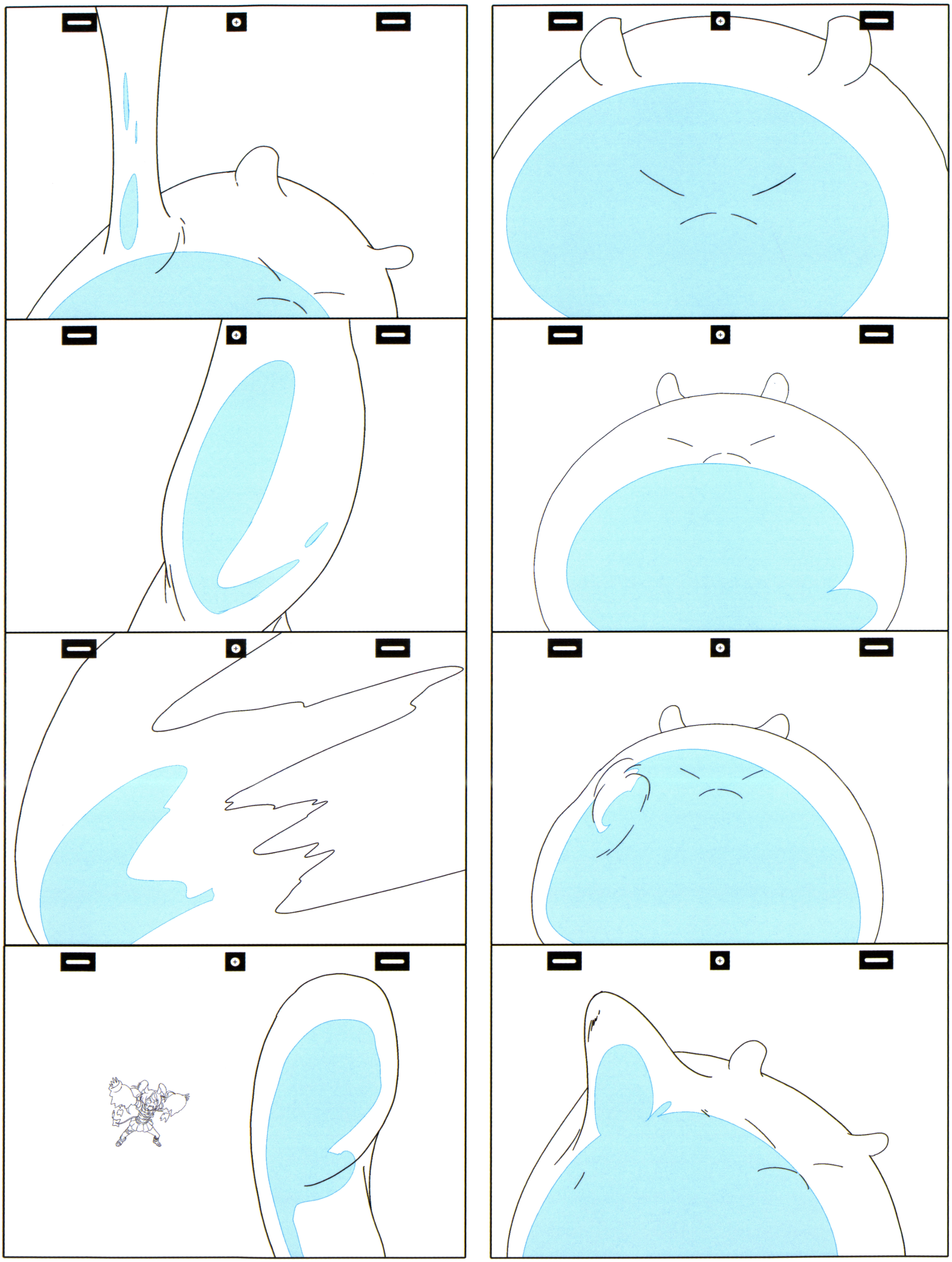
No Part Scene 4
カット 音 声 画 面 内 容 秒+
Diamond
Hand gest.
Cross
Turn
Crystal
Crush (?)
Pose!

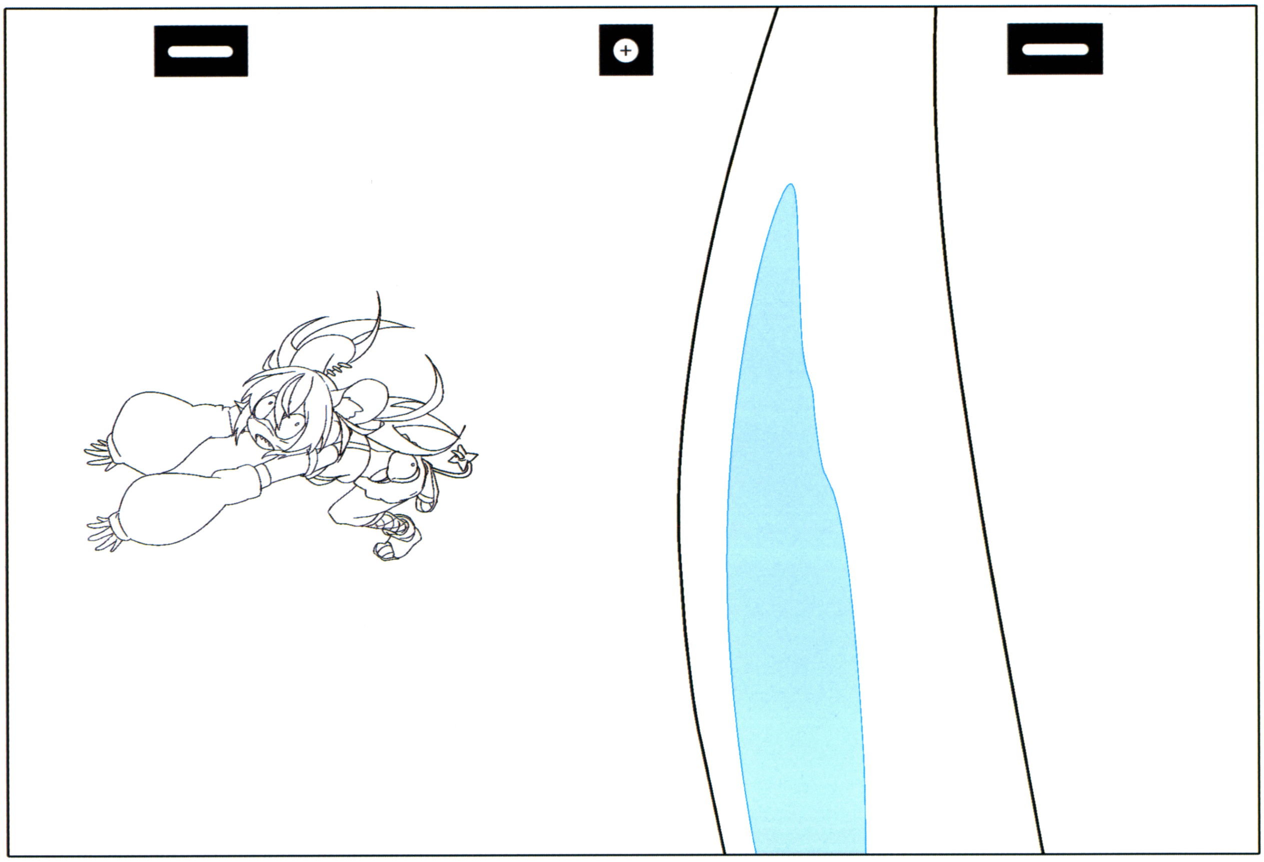


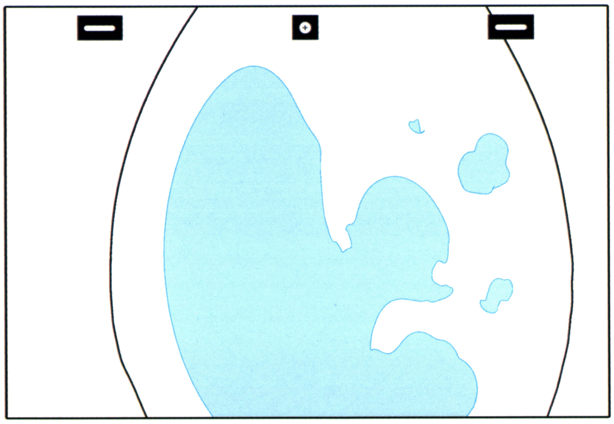
No Part Scene 2
カット 音 声 画 面 内 容 秒+
Chest Crystal
Pan up
Wings

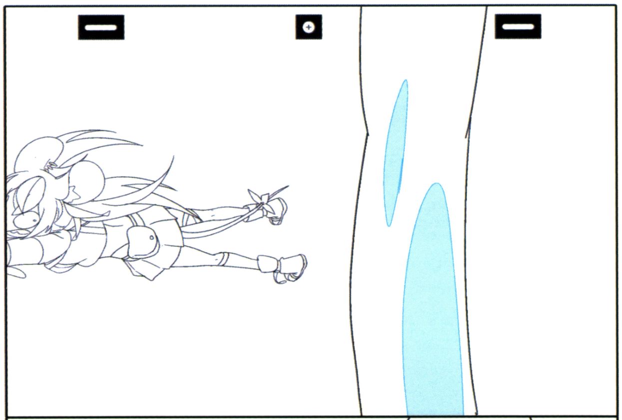
初期ラフ案 Initial Rough Sketches

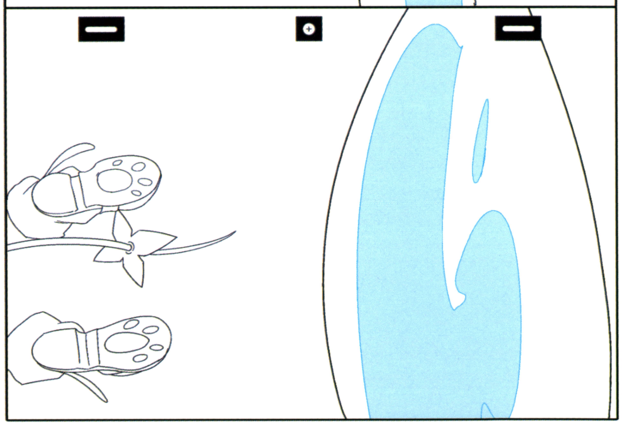






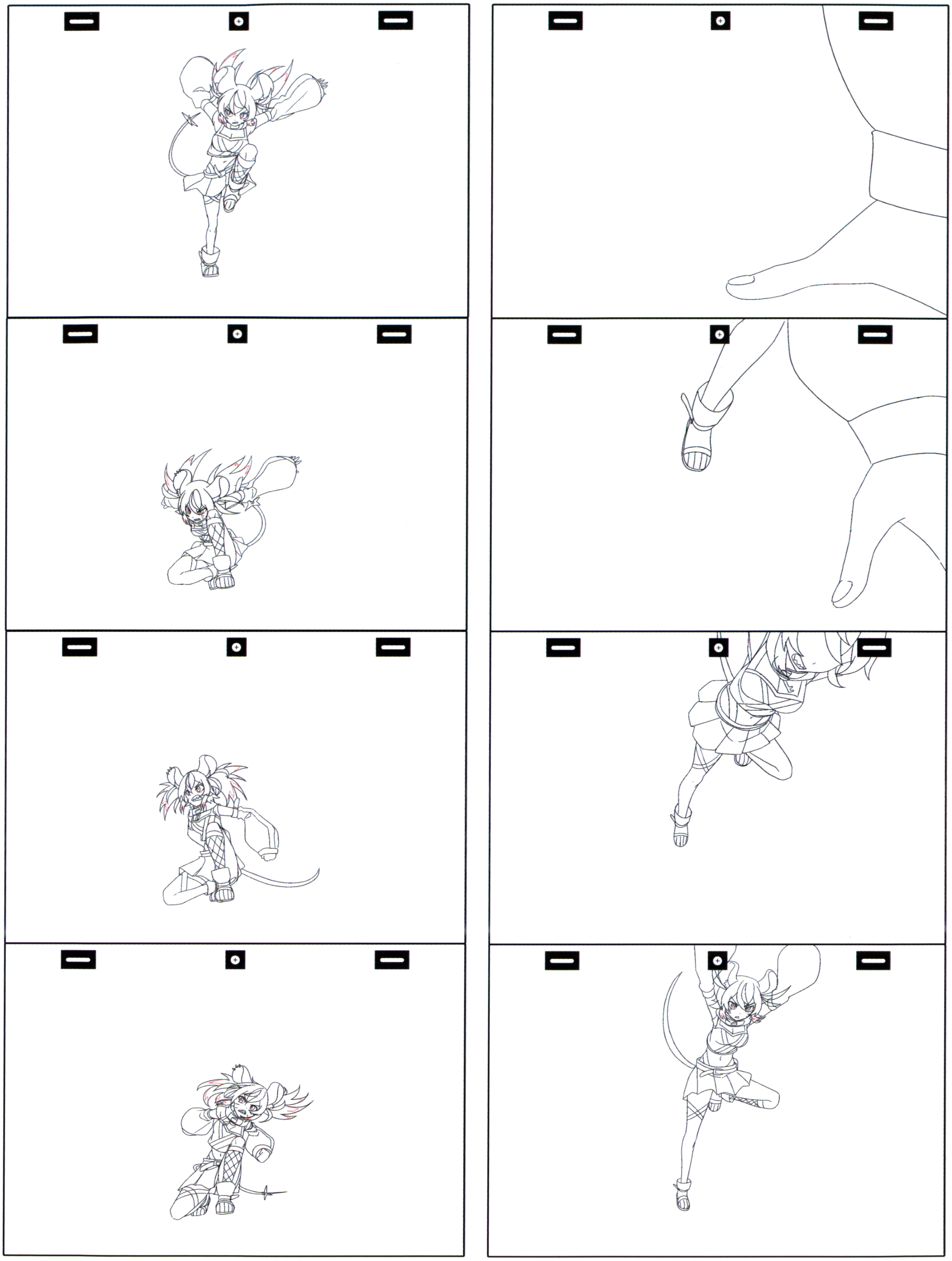






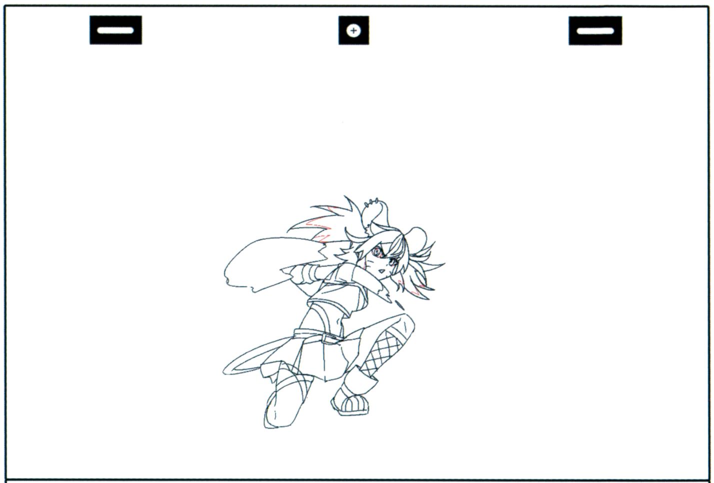
**PromiseのMVでお手伝いさせてもらった数カット。
カメラを触手に近づけることでべーちゃんの小物感を
増そうとしました。ヘンテコな顔や
タコダチ型スライムも描けて楽しかったカット。**

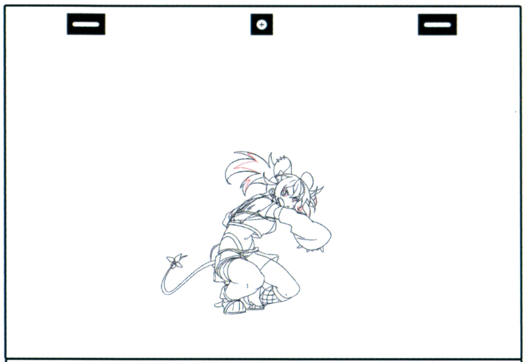
Some cuts I worked on for the Promise MV. Tried to make Bae look smaller by sticking the camera close to the tentacle. Pretty happy with the goofy faces of Bae and the Takodachi slime.

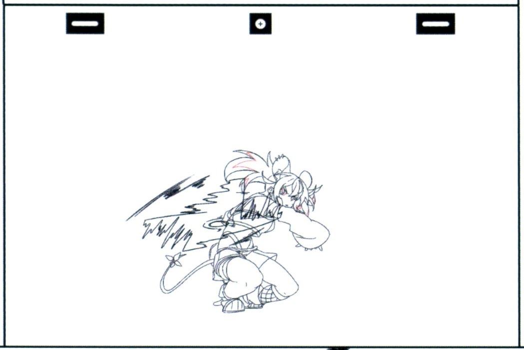


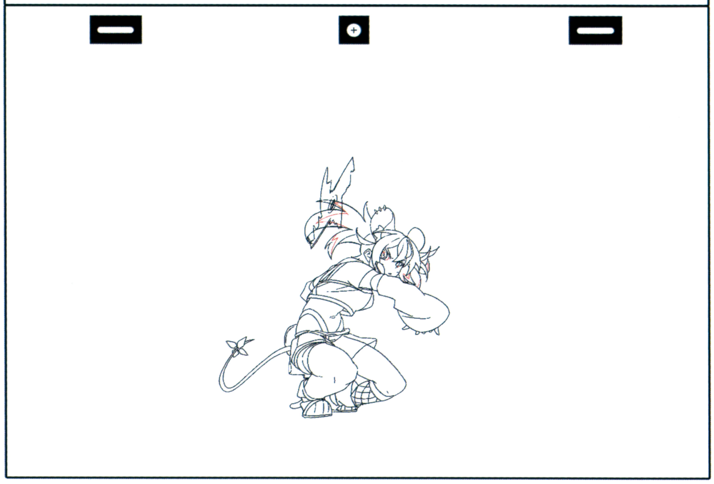
手裏剣を投げるべーちゃん

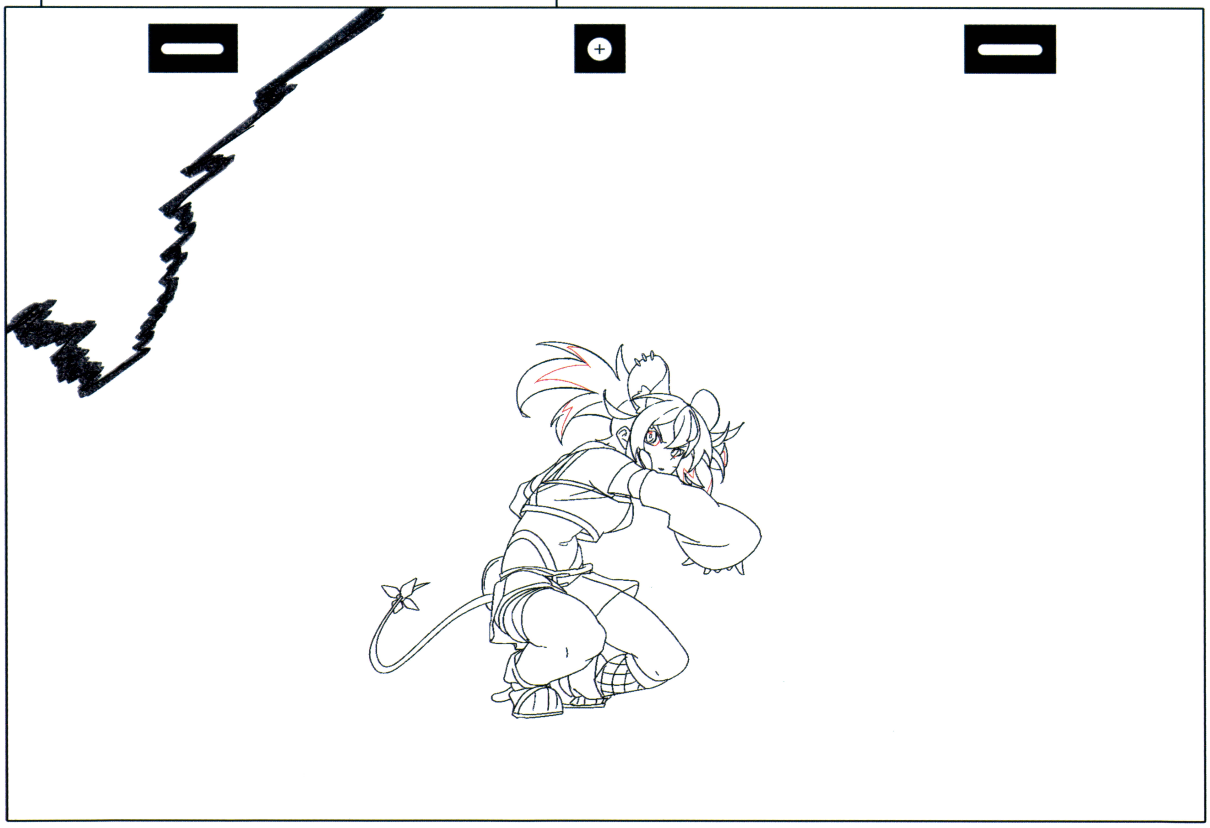
Bae throwing a shuriken

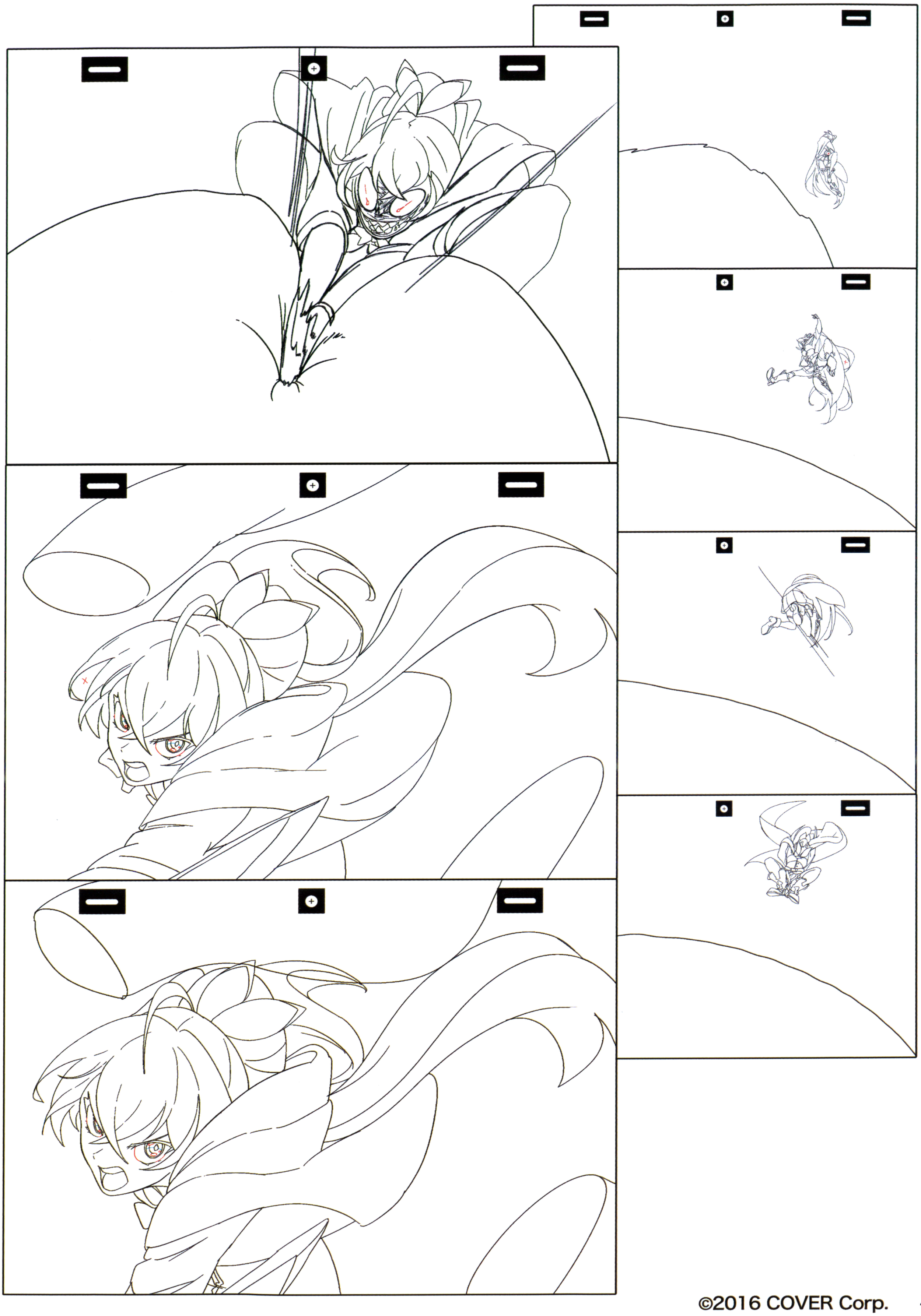






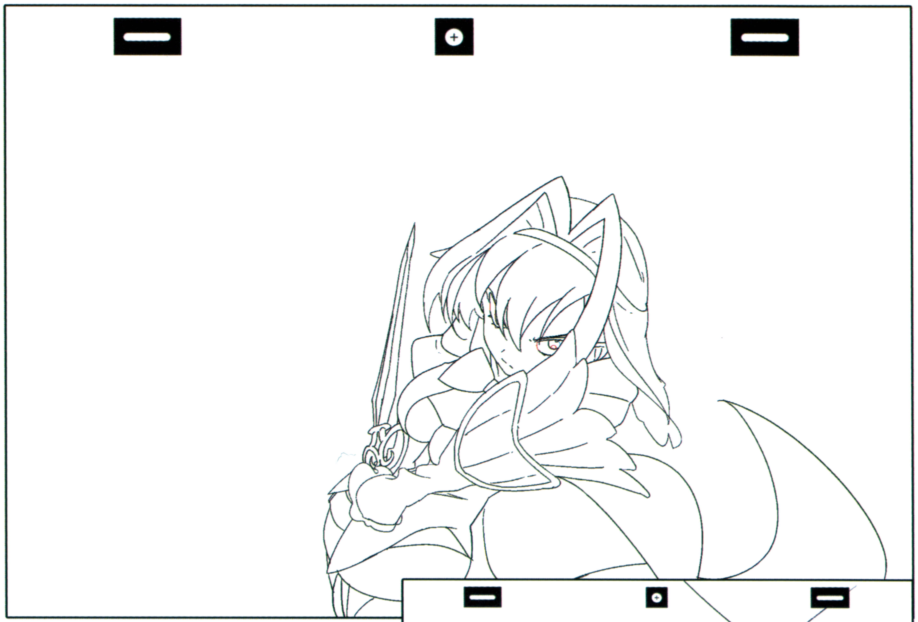


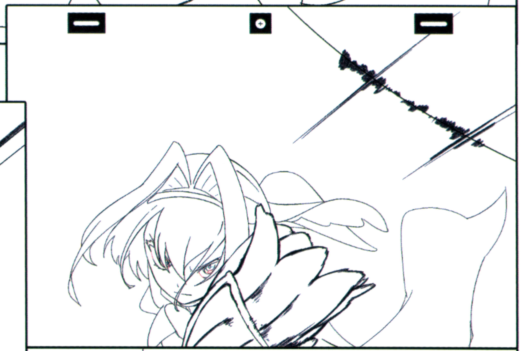


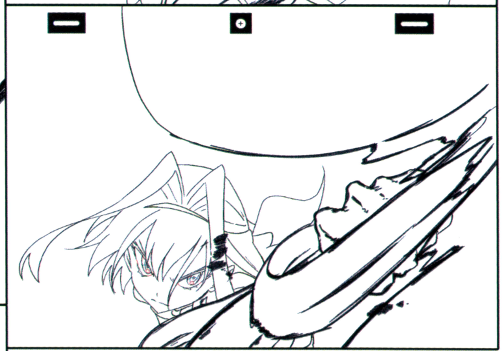


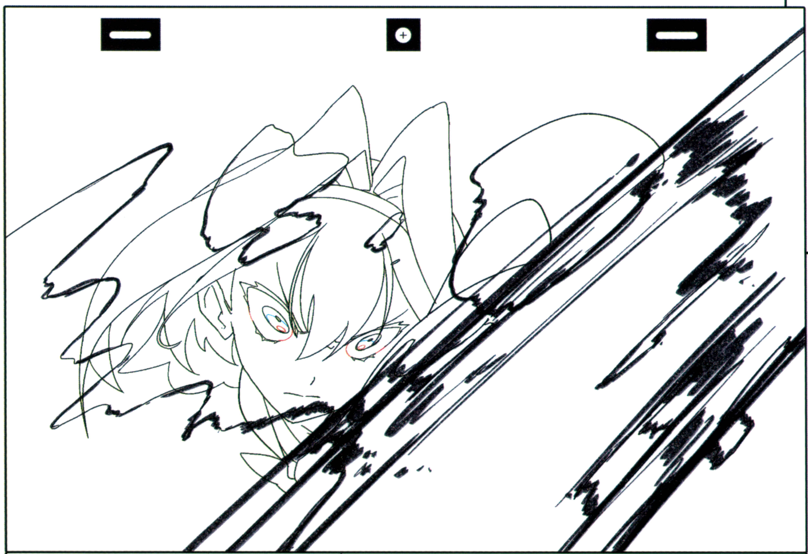
基本アニメを描く時
TVアニメできっちり絵を
合わせるか個人制作で
手慣れてる絵を描くかなので、
その中間を沿ったかのような
このMVは描いてて
面白かったです。

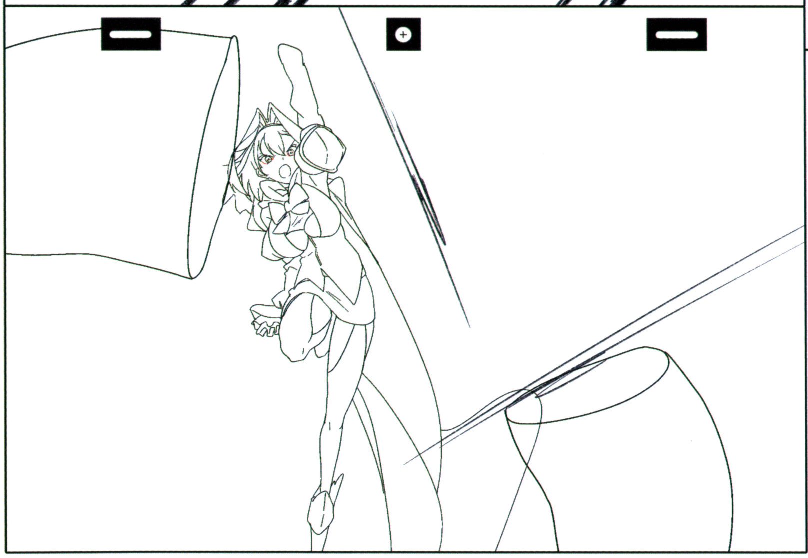
Traditionally, animating was either strictly following the artstyle for a TV series, or letting myself too loose with drawings on personal projects, so this MV was an interesting middleground in that regard.





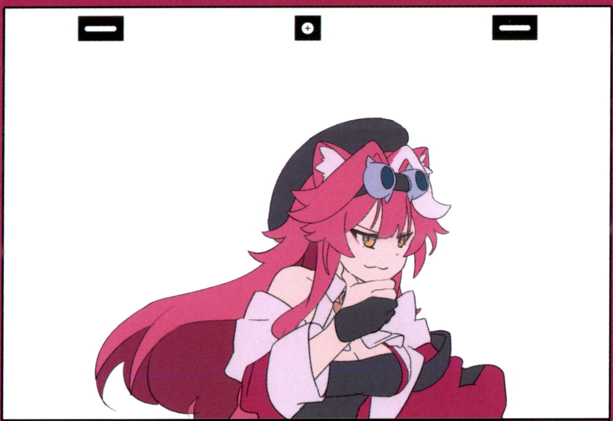






Raora Panthera Debut Animation



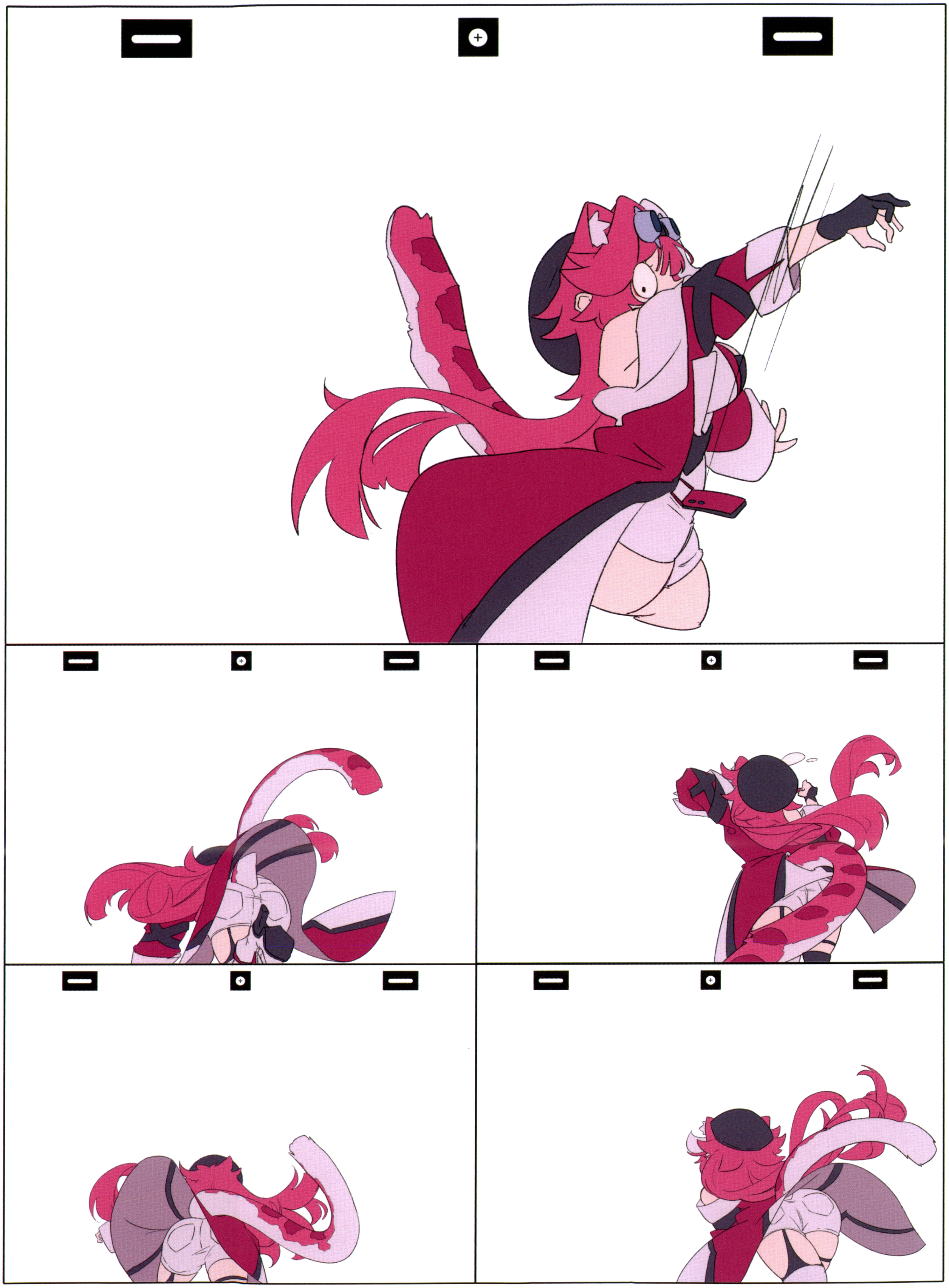


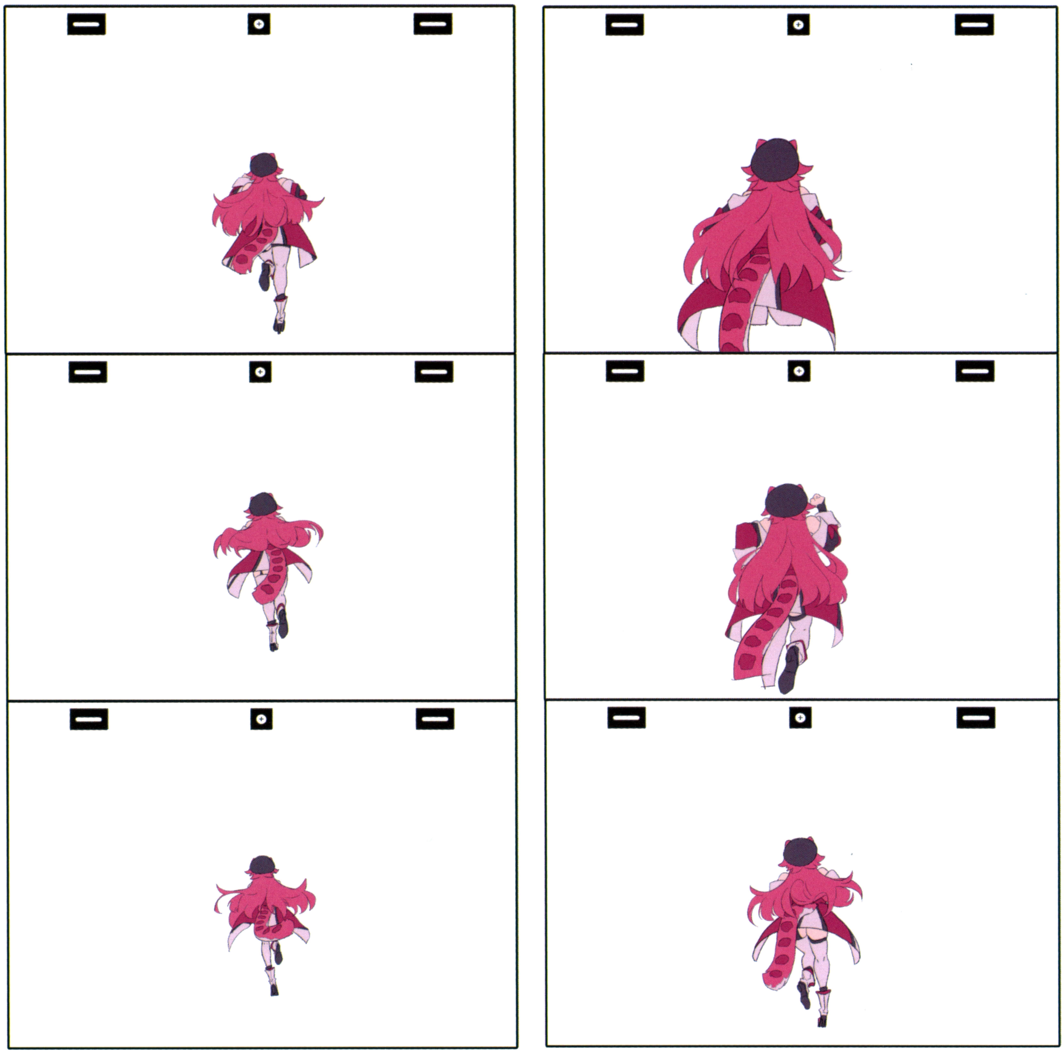




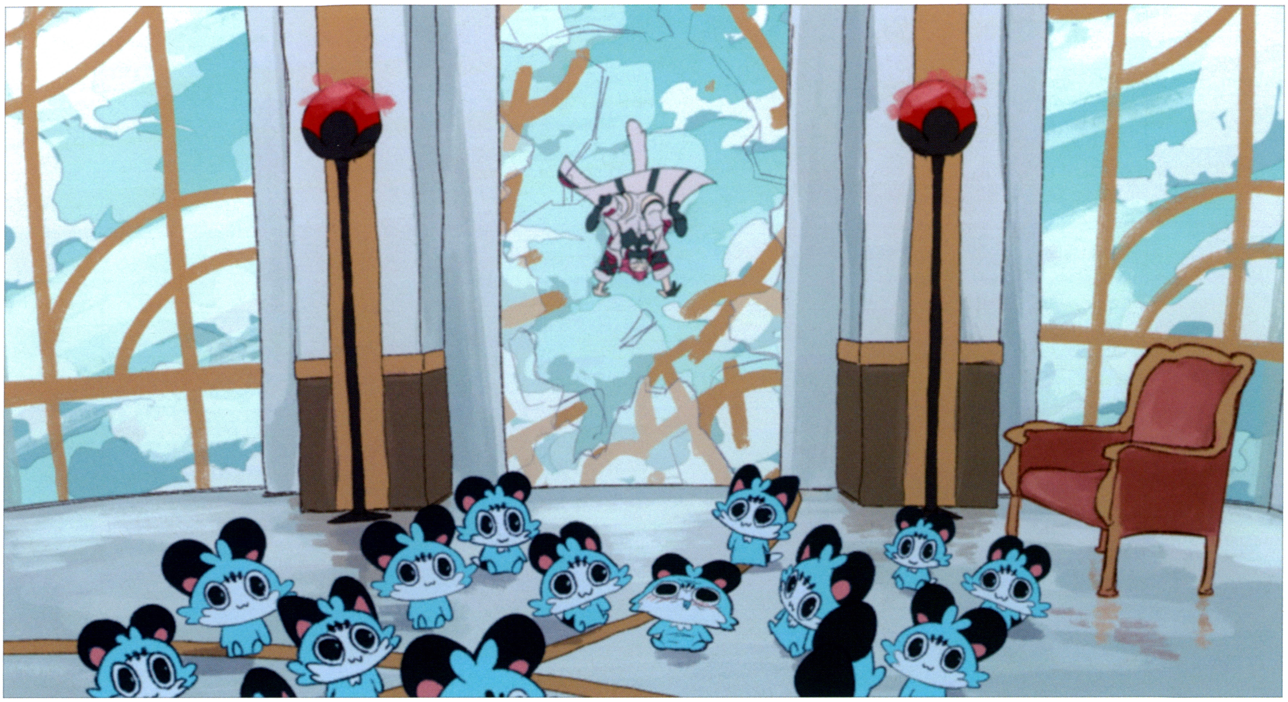








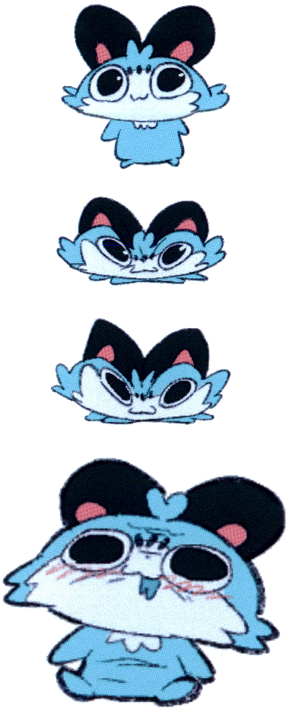






できるだけ枚数を少なくテンパったり走るモーションを描く良い挑戦でした！
RAOOOO!!!

It was a fun challenge animating runs and panicking motions while trying to keep the frame count fairly low!
RAOOOO!!!





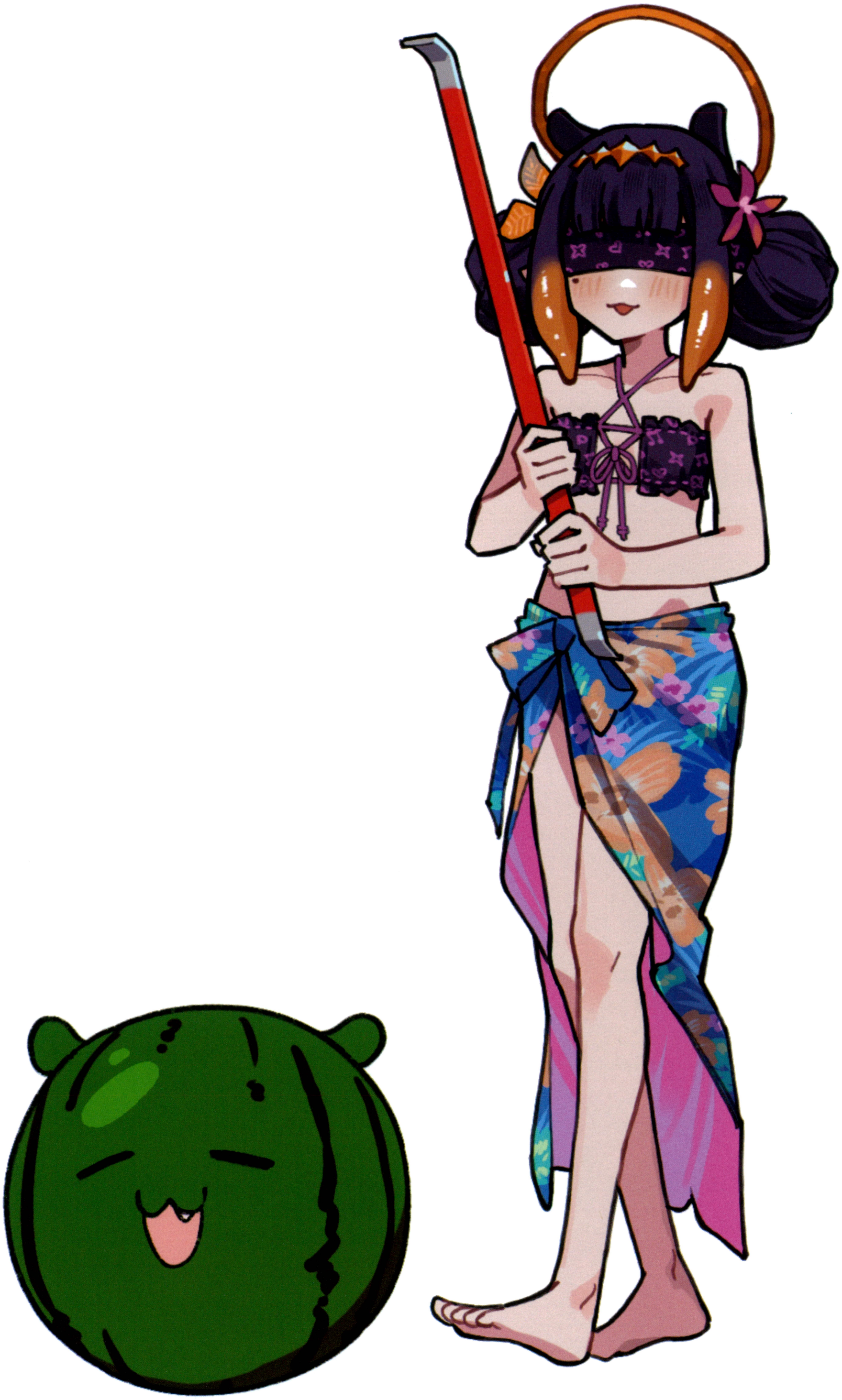


GUEST ANIMATION



月野

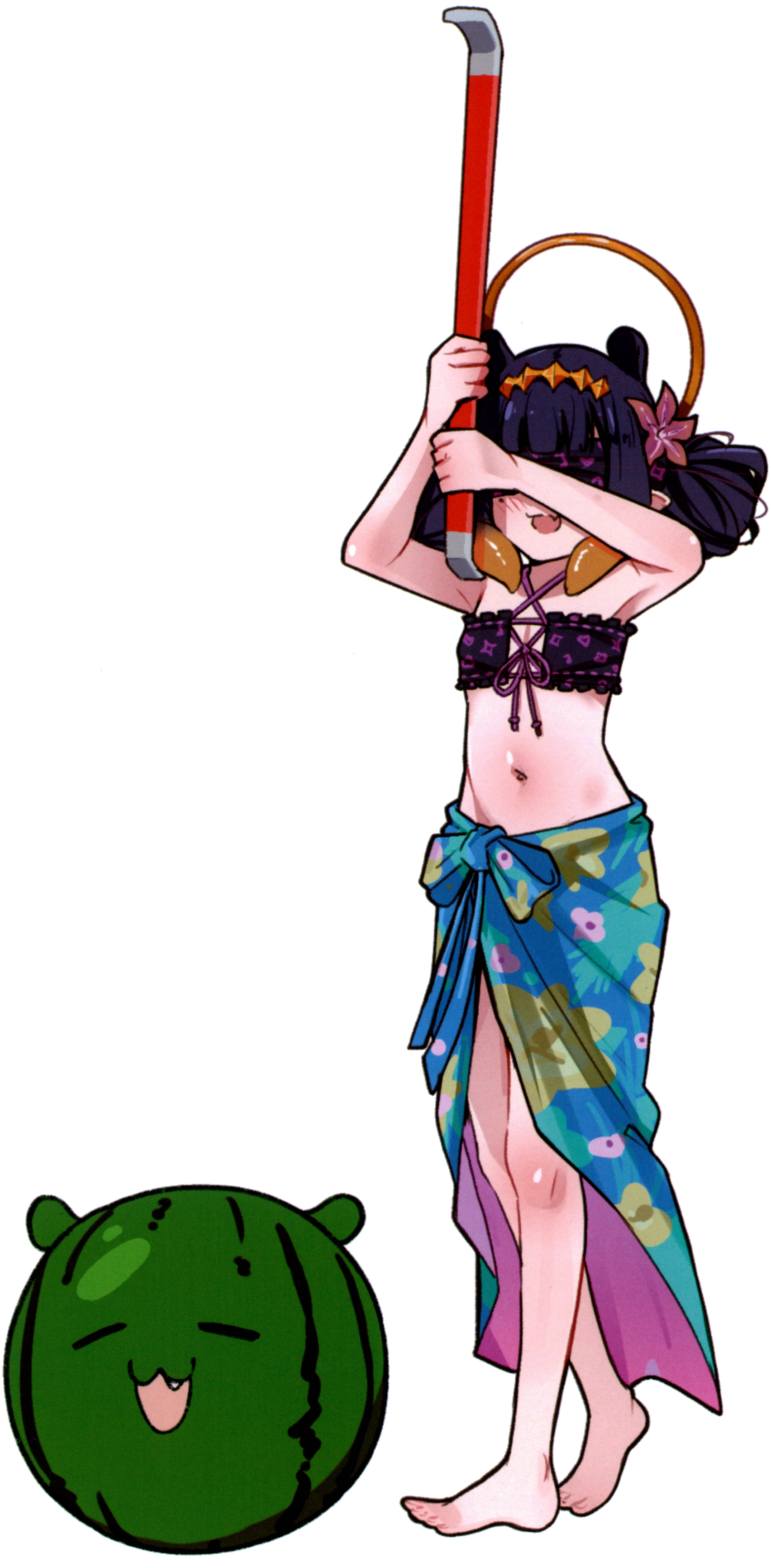
@tsuki_nonono





DuDuL

@DuDuLtv





Maru

@Maru_ccy





Dokuro

@DokuroDx





Hyde

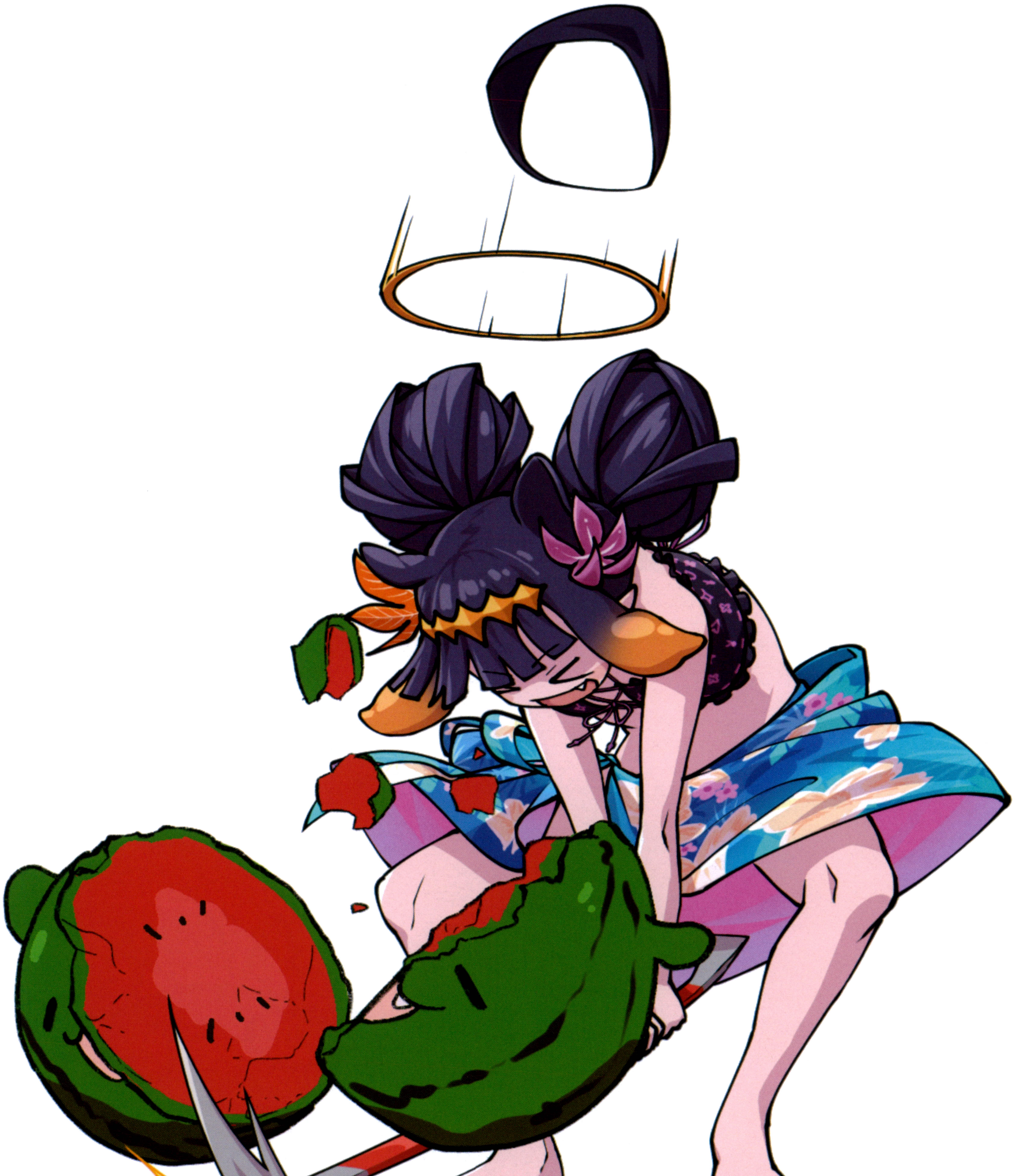
@tabakko



Tian Nya



@tiannya





Kuruu

@stickygluu



Taotan

@Taotan_cos





あとがき

この度は「WONDERFUL AND HOLOGRAPHIC」に
興味を持っていただきありがとうございます！

初同人誌はちょっと変わったフルカラーアニメ本を
やってみました！そこそこ良い栄養になったなら
嬉しいです！

ここ数年コミケと同人誌は自分にとってものすごく大事に
なっていて、「アニメ描いててよかった！」とか
「楽しい！」みたいにウキウキが止まりません。

この本を見ている皆さんも少しでも
同じような気持ちになれたならいいな！と思ってます！

WAH!

Thank you for showing interest in
“WONDERFUL AND HOLOGRAPHIC”!!!

This is a super weird book,
being a full-colored key animation book
(with parts you can’t usually see off-camera),
but I hope you enjoyed it!

For the past few years, artbooks and conventions have been what
has made me feel “This is awesome! I’m glad I became an animator!”,
and if this book was able to have you feel in a similar
way, that’ll be crazy.
Have a good one!

WAH!

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